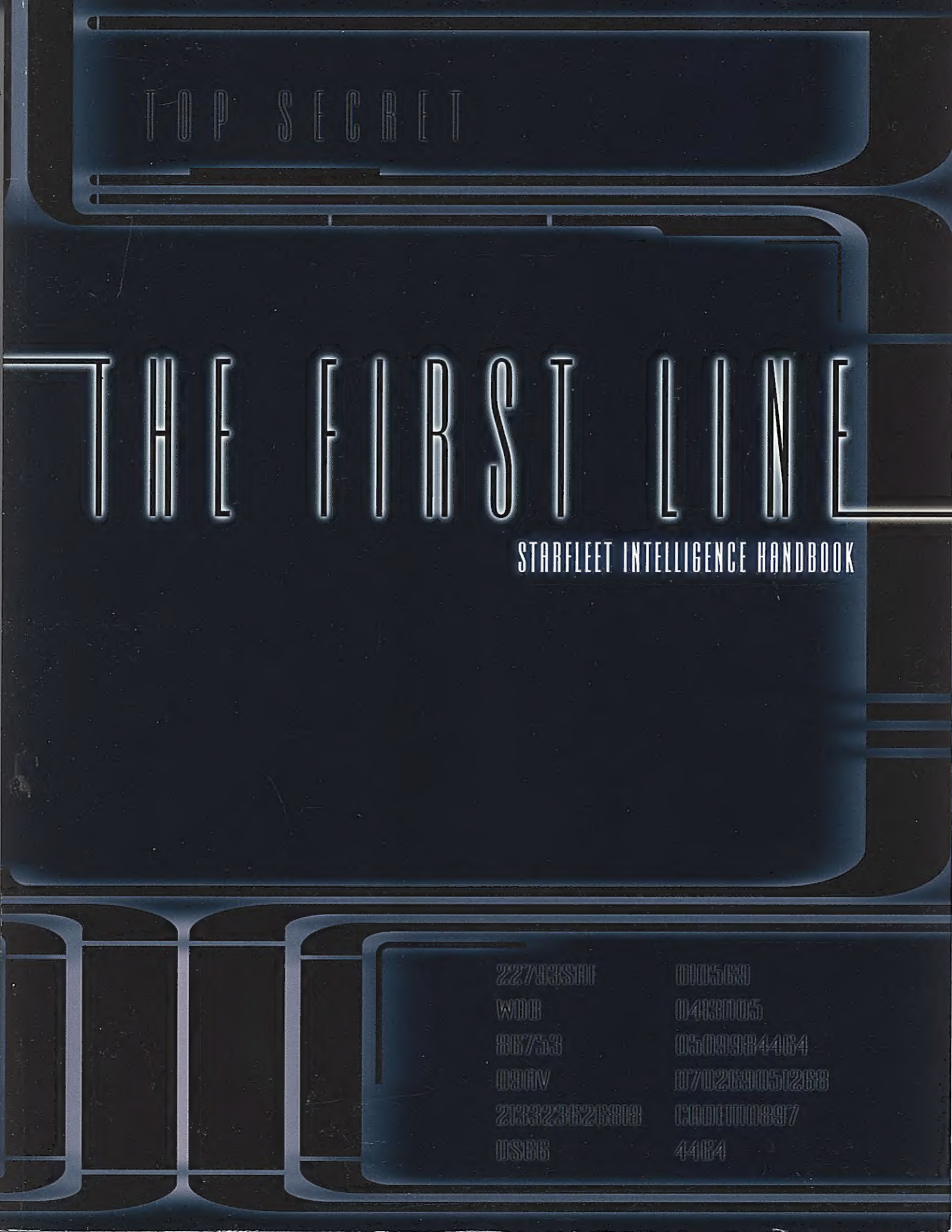
TOP SECRET

# THE FIRST LINE

## STARFLEET INTELLIGENCE HANDBOOK



# THE FIRST LINE

STARFLEET INTELLIGENCE HANDBOOK

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DISCLAIMER: While Last Unicorn Games has researched extensively to make this the most authentic *STAR TREK: THE NEXT GENERATION* roleplaying game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *ST: TNG*, some liberties have been taken and players should remember that only the events, characters and places that appear on the show or in films are canon.

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STAR TREK THE NEXT GENERATION® ROLEPLAYING GAME

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# PROLOG

*Agent Talbot crouched in the shadows near the warehouse entrance. She didn't like simple guard duty in the field, but it was necessary to protect her fellow operatives inside. Her Starfleet Intelligence team was assigned to uncover, penetrate and gather information on this suspected Maquis facility.*

*Talbot wasn't used to working with this group. Her regular assignment kept her surrounded by electronic surveillance equipment at a Starfleet Intelligence listening post along the Cardassian Demilitarized Zone. This didn't mean she wasn't any good in the field—her extensive knowledge of electronics and computers made her an invaluable addition to any Federation undercover operation. Serving along the Cardassian border helped her understand the intricate political situation between the Federation, Cardassian Union and the insurgent Maquis.*

*Terrorist activity was high out here near the Cardassian Demilitarized Zone. The Federation colony on Caladon was no exception. Starfleet Intelligence suspected the Maquis had a base on Caladon, but didn't know where it was, who was involved and how integral it was to the region's terrorist activities. A Mission Team was dispatched to investigate. Agent Talbot transferred to the group when the regular computer specialist didn't make it back from the last mission. She fit in well. The Commanding Officer, Mark Cole, respected her abilities and fostered a healthy camaraderie among his team members. Doctor Salinari, their Science Officer and medic, was an affable Bolian who carried out his duties with a surprisingly grim determination in the field. The Engineering Officer, a Tellarite named Kodalle, was a bit quiet, but occasionally offered a kind smile of encouragement when nobody but Talbot could notice. Talbot already had a strong liking for Tymsoed, the Betazoid Infiltration Specialist who had been especially attentive to her need to fit in during the first week after her transfer.*

*The operation had gone smoothly so far. Agent Talbot's work paid off after only a few days on Caladon. With Kodalle's help, she monitored communications transmissions from suspected Maquis members, tracked their locations and marked several possibilities for the hidden terrorist facility. Her computer expertise had brought them to an old warehouse on the colony's edge. The tricorder indicated several lifeforms inside—too late at night for legitimate work. She circumvented the warehouse door's security system, and remotely shut down any protocols monitoring activities inside the building.*

*While she stood guard, the others were planting monitoring devices and scouting around for clues of Maquis plans and an estimate of their resources. They could just apprehend the terrorists, but right now information was more valuable to Starfleet Intelligence than several captured Maquis leaders, whose positions would be filled by new and unknown personnel the next day. Starfleet Intelligence would have to start its investigation anew.*

*Talbot kept to the shadows, watching her tricorder readouts. She looked up at unexpected sounds from within the warehouse. Diffused red light flashed off crates and barrels. She didn't need the device to tell what had happened: someone was firing a phaser. Slipping the tricorder into a pouch and drawing her own weapon, Talbot crept inside.*

*"What's happening?" she whispered, still not used to the miniaturized communicator implanted just beneath her skin. "What's your status?" Talbot heard no response from her team members. Several more red flashes burst beyond a wall of crates. Her own phaser ready, Talbot dashed around the corner.*

*Cole, Doctor Salinari and Kodalle stood amidst what was once an impromptu Maquis meeting room. An acrid smell assaulted Talbot's nostrils and she gasped. Four colonists—their Maquis targets—lay on the floor, dead. Her team stood with their hands raised, their phasers laying on the ground, except for Doctor Salinari. He turned his phaser on her. "What's going on?" she asked.*

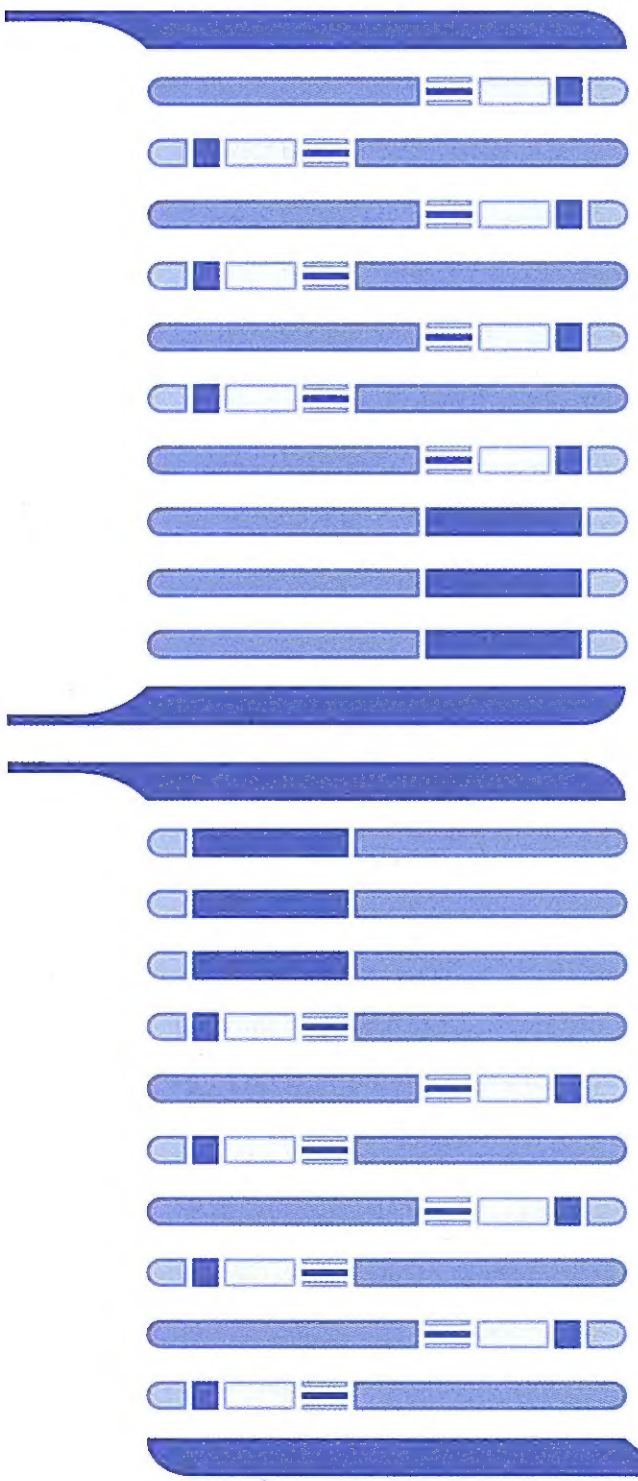
*A cool voice behind her answered. "We are carefully wiping out dangerous terrorists bent on destroying the Cardassian Union." Talbot turned to see a smug Cardassian pointing a phase-disruptor pistol at her. Several other Cardassians, Talbot couldn't tell how many, kept to the shadows.*

*"I want to thank you for leading us to this Maquis cell. We couldn't have done it without your help." Talbot gripped the handle of her phaser tightly. The Cardassian gave her a bemused expression and said, "Please, drop your phaser."*

*Talbot didn't think she could single-handedly take on an unknown number of Cardassian soldiers. Living to fight another day sounded pretty good to her; the chance of escape remained a possibility. Her phaser clattered to the floor. "Who are you, and what have you done to my team?" she asked.*

*"My name is not important," the Cardassian replied. "You will soon come to respect and obey Cardassians like me, once you have been made more pliable to our commands. With the proper amount of coercion, you will all make a fine Obsidian Order double agents."*

# Introduction



Intelligence is the art of gathering and analyzing information on one's enemies to better prepare defenses against their schemes. It is an invisible line of defense based on knowledge: knowing what your enemies and potential threats are planning; knowing what your enemies know about you; and using this data to prepare defenses against adversaries, or even stifle them at the source. Obtaining accurate information is the first step in forming beneficial defenses, policies and treaties. All governments play the intelligence game. It is essential for survival. Without knowledge of potential threats, governments cannot prepare suitable defenses, and are manipulated or conquered in ignorance.

Starfleet Intelligence is Starfleet's information-gathering arm. It is the principle espionage organization within the Federation. Starfleet Intelligence personnel help head off potential conflicts and protect the Federation with minimal use of force. It strives to protect the Federation and everything it stands for, gathering information in the interest of security, order and peace.

Starfleet Intelligence leads the secret fight to ensure Federation security by gathering, analyzing and acting on data collected from thousands of sources throughout the galaxy: contacts, listening posts, undercover operatives, sensor arrays, double agents. This crusade is silent, the battles unrecorded in history databases, its heroes unheralded, the casualties many. Starfleet Intelligence renders a service few Federation citizens realize: it averts war and political strife by acquiring superior information, understanding its full potential and portent, and using it to misinform, divert or stop enemy activities against the Federation.

## Your Starfleet Intelligence Guide

*Starfleet Intelligence: The First Line*, is your handbook for Starfleet Intelligence operations: preparing and running them in your *Star Trek: The Next Generation RPG* campaign as a Narrator, or portraying your characters on espionage missions as a player. You'll find extensive information to run intelligence operations as occasional episodes in your regular campaign, or as an entire espionage-based campaign of your own.

### Chapter One: A Secret History

Learn when and why the Federation formed Starfleet Intelligence and how it has played a role in shaping the Federation's history. Discover SI's involvement in historic events and how success and failure helped change and improve the organization.

### Chapter Two: Administration And Operations

Starfleet Intelligence is divided into two branches: Administration and Operations. One analyzes data, the other collects and acts on it. Agents from both

branches help ensure Federation security. This chapter also discusses chain of command and organization within Starfleet Intelligence.

### Chapter Three: The Mission Team

Mission Teams are the most typical unit Starfleet Intelligence sends into the field. These trained espionage specialists are the soldiers in the Federation's crusade for knowledge of its enemies. Learn how they're assembled, what roles agents take within Mission Teams and some of their typical operation profiles.

### Chapter Four: A Spy's Life

Espionage agents undergo extensive training to handle any situation encountered during a mission. Here's a crash course in intelligence gathering techniques, security clearances, tricks of the trade, operations protocol, and resources in the field.

### Chapter Five: Intelligence Technologies

Although Starfleet Intelligence officers rely on their intensive training, top physical condition and sharp minds, they often employ state-of-the-art equipment during missions. Your mission team can requisition the best Federation scientists have to offer: anti-sensor devices, computer jammers, intelligence tricorders, stun gloves, and a host of technological wonders to help agents assume deep cover identities and penetrate enemy installations.

### Chapter Six: Other Intelligence Agencies

Knowing enemies and allies is key to managing resources and information to maximize success during missions. Read Starfleet Intelligence files on suspected activities of the Romulan Tal Shiar, the Cardassian Obsidian Order, the Borg, Orion Syndicate and Ferengi. You'll also find data on Federation allies in the intelligence race, including information on the Vulcan V'Shar and rumors about the mysterious Andorian Am Tal.

### Chapter Seven: Locations

Starfleet Intelligence sends agents where ever there's a lead on gathering data about potential threats. Some planets attract spies for their important strategic, political or technological resources. Visit Threat races' homeworlds, galactic resorts and planets with unique industries or locales which attract operatives from every agency. Narrators can use this as an espionage travelogue with inspiration for missions and campaigns.

### Chapter Eight: Intelligence Dossiers

Read Starfleet Intelligence files on personalities affecting the espionage race every day: deadly double agents, knowledgeable informants, shifty smugglers, security analysts and criminal overlords. Dossiers provide information to integrate these characters into any intelligence campaign as adversaries, allies or resources.

### Chapter Nine: Espionage Campaigns

This chapter provides both Narrators and players with guidelines for inserting intelligence operations into existing games, converting characters from regular service to a Starfleet Intelligence campaign, and creating entirely new characters and story arcs for espionage duty. Players can mold their characters along the more specifically defined Mission Team roles, and Narrators can use the summary of typical plots and mission profiles as inspiration for their own scenarios.

### Chapter Ten: Starfleet Intelligence Characters

Learn how to create Starfleet Intelligence characters of your own, both in the Administration and Operations branches. You'll also find tips on training established Crew Members as espionage operatives, ideas for customizing characters for Mission Team roles, and several new skills and advantages.

### Chapter Eleven: Mission Briefings

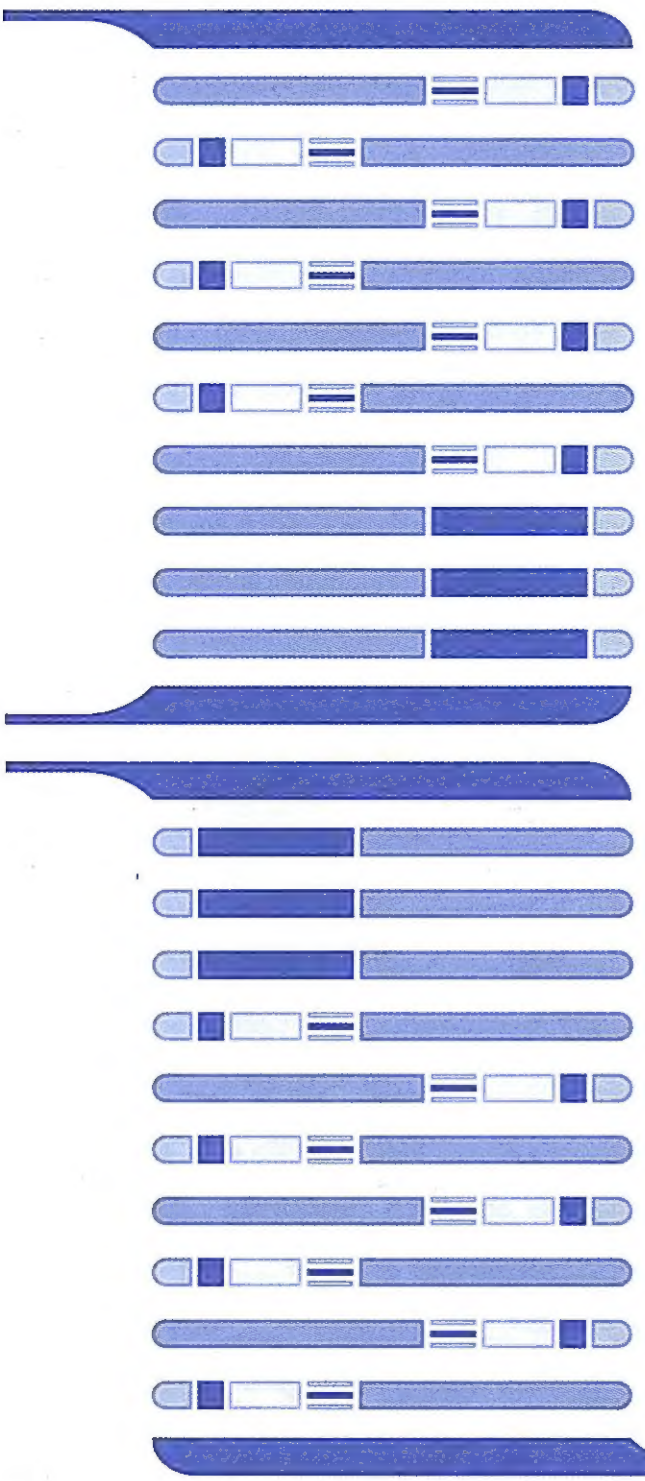
Right from Starfleet Intelligence files, these mission briefings provide Narrators with quick scenario ideas and player hand-outs. Each profile includes basic information intelligence agents receive before attempting missions. Just hand them to players and go.

### ABBREVIATION GLOSSARY

**Military organizations thrive on abbreviations. They expedite reference in speech and documentation, but can also confuse enemy operatives as to their true meanings. Several abbreviations are used frequently throughout this book:**

CSI: Chief of Starfleet Intelligence
CWD: Critical Weapons Data security designation
FCO: Federation Council Only clearance level
FIS: Federation Intelligence Service
ICC: Intelligence Command Center
IMINT: Image Intelligence
OA: Open Access clearance level
SENTINT: Sentient Intelligence
SI: Starfleet Intelligence
SIGINT: Signals Intelligence
SSI: Sensitive Source Information security designation

# 1 A Secret History



Few subjects provide more challenges to historians than the study of an organization devoted to secrecy. Starfleet Intelligence's history closely parallels Starfleet's as a whole. Starfleet Intelligence (or SI) staged operations against the same enemies, gathered data on the same threats, and generally served as an aid to the greater goals of Starfleet and the United Federation of Planets. Exactly how SI conducted itself over the years is not as clear. Many documents concerning SI operations remain classified, even a hundred years later. The general public knows very little about what Starfleet Intelligence did yesterday, and even less about what it does today.

Even those on the inside with all the right security clearances are not privy to all the details, but they do have a better picture of SI's development. Starfleet Intelligence uses historical examples when training its analysts and operatives. SI firmly believes that one must know the past in order to avoid its mistakes. The sacrifices of other SI agents and the victories and defeats that accompanied them are powerful lessons. This history for trainees is not complete for reasons of security, but it does offer the reader a rare glimpse into the secret history of Starfleet Intelligence.

## Origins

Starfleet Intelligence formed at nearly the same moment as Starfleet. The United Federation of Planets incorporated in 2161 in the wake of Earth's war with the Romulans. A strong force was needed to protect the member species. Since the recent war left Earth's economy on a military footing, humans took the lead in these matters from the Federation's inception. The united Earth fleet became Starfleet and Earth's military intelligence agency became the basis for Starfleet Intelligence.

The original Starfleet Intelligence members were all veterans of the Romulan-Earth War and had a decidedly military set to their minds. In an effort to put the past to rest, and fulfill the promise of this new interstellar union, Starfleet enthusiastically embarked upon an ambitious program of exploration. Starships traveled to uncharted regions of space, contacted new civilizations and spread the message of interstellar brotherhood and peace. Starfleet Intelligence gave little thought to exploration, its members concentrating on what the Romulans were going to do next. In these early years, SI focused its efforts on establishing listening posts along the newly created Neutral Zone and intercepting intelligence on Romulan fleet movements.

A number of new species joined the Federation without so much as a voice raised in anger. Starfleet Intelligence, myopically focused on the Romulan Empire, paid little attention to newly encountered species. The Klingons would serve as a wake up call to the organization. The disastrous first contact with the Klingons caught Starfleet Intelligence by surprise. They lacked even basic information on this new threat. Willing to admit its mistakes, Starfleet Intelligence vowed to avoid such future problems and broadened its focus away from the Romulans and to the Federation's overall security.

## The Klingon Problem

The Romulans seemed safely confined behind the Neutral Zone, although Starfleet kept a vigilant watch on its former enemy. Attention quickly turned to another threat species: the Klingons. Although the Klingons lacked warp technology when the Federation first met them in 2218, they soon acquired it thanks in large part to first contact with the Federation. The *U.S.S. Ranger*, enthusiastically, and perhaps naively, reported making first contact with this new species, then inexplicably disappeared. Soon afterwards, Klingon ships equipped with warp drives began appearing. That the Klingons posed a threat was undeniable, and Starfleet Command wanted as much information about these bellicose aliens as possible.

Starfleet Intelligence, caught off guard, knew nothing about this new, aggressive race. If Starfleet was going to get any reliable information about the Klingons, SI would have to work quickly to fill this information gap. They quickly learned that no Klingon would dream of betraying his people to outsiders; a Klingon holds personal and family honor in highest regard, and would never provide information to the Federation. Unable to obtain intelligence from sympathetic natives, SI's leaders knew it must place operatives within the Klingon Empire. This proved difficult given the cultural and racial disparity between the Federation and the Klingons. The insertion of spies into Klingon territory required SI to try a new approach: temporary surgical alteration. Recently discovered medical techniques allowed a Starfleet surgeon to physically alter an SI officer's outward appearance to resemble a Klingon. The temporary surgical alteration, plus thousands of hours of intercepted Klingon radio signals, helped operatives learn the language, assume the persona of a Klingon and penetrate Klingon society.

Few of these brave pioneers in inter-racial espionage returned to the Federation alive. Many died in duels instigated by some slip of the tongue that would have been meaningless in the Federation. Although Klingon in appearance, few operatives were physical matches for a Klingon in close combat. The Klingons discovered many agents and summarily executed them. These brave operatives' sacrifices were not in vain. They provided vast information about Klingon society and government. Each mission into Klingon space made the next one more likely to succeed, and increased the amount of valuable intelligence at Starfleet's disposal.

## Operation Algol

Starfleet Intelligence's greatest coup was the discovery of a secret alliance between the Romulans and Klingons. Although it was known the Klingons had reverse-engineered their own warp technology and other advances at an accelerated rate, SI was the first to find positive proof of Romulan involvement. The Klingons and Romulans seemed an unlikely pair since they only shared a hatred for the Federation. This was one of the most trying times in Starfleet history, when they were faced with two enemies working in concert. The Romulans' invention of the cloaking device and their subsequent sharing of this technology with the Klingons was a major blow to Federation security.

Armed with this information, Starfleet Intelligence endeavored to discover the extent of this alliance. Despite their successes on Qo'noS, SI remained unable to penetrate the Klingon High Council or military command. Piecing together information from surveillance of Klingon shipyards and military installations, agents learned of a new battleship under construction at Beta Thoridar. Given Romulan use of Klingon ship designs, and Klingon use of Romulan cloaking technology, collaboration by both threat races on a new starship posed a potentially grave danger to Federation security.

Starfleet Intelligence authorized a mission to infiltrate the Klingon military command, to obtain data on this secret project.

The mission team assigned to Qo'noS carefully planned their operation. That the Klingons kept the information locked away in a secure computer was a likely assumption, requiring the agents to personally retrieve the data. The team secretly cased the building housing the Klingon Defense Force, timing the guards' schedules, searching for a way inside. On the appointed night, the mission team made its move, quickly breaching the building's security and making its way to the central computer. Ironically, the agents were not greeted by Klingon soldiers, but by agents of the *Tal Shiar*. The Klingons, never given to cloak-and-dagger endeavors, could not have been the masters of a plan with such subtlety. The information about a secret project under way at Beta Thoridar proved to be a *Tal Shiar* deception designed to root out Starfleet agents. Starfleet Intelligence subsequently learned that Romulan agents had been shadowing the mission team for weeks.

Starfleet Intelligence analysts expected the Klingons to kill the agents, as they had so many times before. The Romulans had a different plan: to imprison and interrogate the agents for sensitive information. When SI learned that the agents were still alive, and destined for the dreaded *Tal Shiar* headquarters on Romulus, they approved a plan to rescue the prisoners. A new mission team, assembled to extract the first, penetrated Klingon space aboard an Algolian freighter. In an audacious plan, the freighter feigned damage to its warp drive and sent out a distress signal. When the Klingon ship transporting the Federation prisoners responded, the mission team beamed over, freed the captured agents and disabled the Klingon ship.

## Rapprochement

The Klingon situation remained tense, even after their alliance with the Romulans turned cold. The Klingons may not have trusted the Romulans anymore, but they certainly felt no love for the Federation. The Organian Peace Treaty remained in place and prevented total war between the Federation and the Klingon Empire, but small incidents continued to strain relations. Starfleet Intelligence did its best to confront these threats and continued to expand its operations in Klingon space. When the Klingon moon of Praxis exploded in 2293, crippling the Klingon economy, Starfleet Intelligence had enough agents in place to learn this event's true importance. Many Klingons blamed the ongoing hostilities with the Federation for putting undue stress on the Praxis mines, causing the explosion. They shared their feelings, hoping they would bring down the government responsible for such folly. This inside information about the true state of the Klingon economy and political situation allowed Starfleet Intelligence to advise the Federation on how best to deal with the Klingons. Ambassador Sarek of Vulcan, with his son Captain Spock, advised acting on the situation, leading to a peace initiative with the Klingon Chancellor, Gorkon. Although there were some difficulties along the way (not surprisingly involving Captain James T. Kirk), peace negotiations finally opened between the Klingon Empire and the Federation.

Starfleet Intelligence continued to provide the Federation with detailed reports about events within the Klingon Empire, giving Federation diplomats an advantage during negotiations. Finally, after the attacks on Narenda III and Khitomer, Starfleet Intelligence received confirmed proof that the Klingons were ready to form an alliance with the Federation. Although the Klingons tried to press the Federation on a number of issues, SI reports showed the Klingons were willing to make peace on the exact terms the Federation desired.

## The Axanar Rebellion

During this period of tension with the Klingons, the United Federation of Planets faced a challenge that threatened to undo decades of harmony and peace. Starfleet encountered Axanarian vessels while on routine patrol, and subsequently opened a dialog with this new species. Axanar possessed warp capability and a stable, world-spanning government, and requested admission to the UFP. The Federation dispatched an ambassador to Axanar, to evaluate them for membership. Mistakenly believing the Federation to be a military oligarchy, Axanar conquered several neutral worlds in a lightning attack, and presented them as "tribute" to the Federation. The ripples this caused throughout the Federation are by now well-known. The Axanarians threatened to attack

the Federation when their membership petition was denied. In this tense atmosphere, Starfleet Intelligence analyzed long-range sensor data for information on the strength of Axanar's fleet and their tactics, and assisted Starfleet exo-psychologists in developing likely Axanarian responses. Captain Garth of Izar used this information in his successful confrontation with the Axanarian fleet.

This victory for the Federation and Starfleet Intelligence proved SI's usefulness and emphasized the need for increased allocations. Only a skeleton crew had been monitoring Romulan and Klingon activities while most personnel dealt with the Axanarian situation. Starfleet immediately tripled SI's appropriations, allowing the organization to expand operations throughout known space. From that day forward Starfleet Intelligence has continued to grow and prove its value to the Federation.

## A New Adversary

While the 24th century saw alliance with the Klingons, it also saw the withdrawal of old enemies and the discovery of new ones. Early in the century the Romulans made their presence felt once again. The year 2311 brought the Tomed Incident in which the Romulans killed thousands of Federation citizens. This was one of Starfleet Intelligence's greatest mistakes of the century. Although the Romulan desk had been monitoring Romulan activities with its normal fervor, it did not see any signs of the impending attack. Many criticized SI for this gap in its intelligence gathering and several key officers resigned in disgrace.

In the wake of the Tomed Incident, the Romulans withdrew entirely from affairs with the rest of the known galaxy. They firmly enforced the Neutral Zone, allowing no ships to cross it. They severed diplomatic relations with the Federation (such as they were) as well as with the Klingon Empire (which were in an equally poor state). Starfleet Intelligence observed the Romulans as best they could from afar. Advanced subspace monitoring arrays were not yet operational, so SI had to rely on less-advanced satellites. These provided little useful data about Romulan activities. Several attempts to send operatives into Romulan space proved even less fruitful; none of the agents ever reported or returned.

As the Romulan threat went dormant, a new species reared its head in the Alpha Quadrant. Although the Cardassian Union had existed for many years, it did not make contact with the Federation until 2325. Starfleet Intelligence had a number of (second- and third-hand) reports concerning the Cardassians which helped prepare the Federation First Contact Team. In fact, a Starfleet Intelligence informant provided key information leading the Federation to discover the location of Cardassia itself.

From 2325 to 2347 the Federation made a series of peaceful overtures toward the Cardassians, most of which were rebuffed. Having learned from their experiences with the Klingons and Axanarians, SI began a series of operations designed to gather intelligence about the Cardassians. They began by speaking with the neighboring peoples in contact with Cardassia for years, among them the Bajorans.

In 2328, the Cardassian Empire formally annexed Bajor after decades providing assistance to the Bajoran people. Suspecting the Cardassians of harboring aggressive expansion plans, Starfleet Intelligence sent agents disguised as Cardassians to uncover the Cardassian Union's true goals. The SI agents were assigned to gather general background data on Cardassian culture, politics and motives. This operation seemed a resounding success, with a number of agents reporting in from 2325 to 2329. After four years SI decided it had discovered all it needed to know.

According to the infiltrating agents, the Cardassians had no aggressive intentions toward the Federation. The agents also reported that Cardassia and its colonies were beautiful, peace-loving places, with war far from anyone's thoughts. If anything, the Cardassians thought the Federation too war-like. Because the agents' reports sharply contradicted views from the Bajorans, Starfleet Intelligence investigated further. Operatives concentrated on alternate sources to determine the validity of reports coming out of Cardassian space. An internal review performed background checks on the agents assigned to the Cardassian operation, looking for anything that could cause concern. Starfleet Intelligence ultimately concluded that some Bajorans resented Cardassian intrusion, coloring the information they provided, and found nothing to challenge the reputation of their own agents. SI ended the operation and recalled its agents. Acting on this information, the United Federation

of Planets decided the annexation of Bajor to be an internal, Cardassian affair, and declined to become involved.

This was one of the worst mistakes in Starfleet Intelligence history. Although they did not know it until years later, the Federation spies had immediately fallen into the hands of the Obsidian Order upon entering Cardassian space. SI did not even know the Order existed, and the Cardassians were not about to let them find out. The Obsidian Order took the Federation spies and not only rooted out all their secrets, but actually succeeded in turning them against the Federation. The Obsidian Order also intercepted the agents assigned to investigate Bajoran allegations, feeding misinformation to SI about the circumstances on Bajor. For the first time SI confronted the Order's very experienced mental manipulation abilities. Through a combination of torture, drugs, holo-environments and psychological manipulation the Order can, in time, make anyone believe anything. In this case they made Starfleet's own operatives believe the Federation was the true enemy of peace.

Successfully brainwashed, for four years the SI operatives gladly supplied Starfleet Intelligence with false reports about the internal realities of the Cardassian Union. They omitted any mention of the Obsidian Order and drastically underestimated the number of Cardassian warships and military personnel. Those agents assigned to Bajor falsely reported the Cardassian occupation proceeded peacefully and at the request of the Bajoran government, throwing suspicion on earlier, less-complimentary reports. Meanwhile they revealed to the Order quite a bit about the inner workings of the Federation, Starfleet and Starfleet Intelligence. The Order began sending its own spies in response to the Federation's agents. Unfortunately, SI did not identify these Cardassian spies as they seeded themselves throughout the Federation.

Matters grew worse for Starfleet Intelligence when it recalled agents from Cardassian space and assigned them to other posts and operations. Now the Obsidian Order had several agents in place within SI itself, spread throughout the organization. This gave the Order access to data on everything from fleet strengths to operations, military resources to spy networks. The Order learned the Federation had no intention of ever attacking the Cardassians and that its true goal was peace. Unfortunately, peace was the last thing the Obsidian Order wanted.

The Order did not share all it had learned with the Cardassian government. The leaders of the Order decided the Federation was weak and ripe for attack. Their spies provided them with detailed information about Federation forces. The Order felt the peace-loving Federation could be forced to surrender significant territory if the Cardassians could win enough victories in a war. With this end in mind, the Order informed the Cardassian government that Starfleet was massing a fleet at the Federation outpost of Setlik III, using falsified sensor reports and forged intercepted Starfleet transmissions to back up the claim. If the Cardassian government did not act quickly, the Order warned, the Federation would launch a war on their own terms.

Fooled by the Obsidian Order's deception, the Cardassians launched a surprise attack against Setlik III in 2347. The attack destroyed the outpost and killed hundreds of Federation citizens. Of course there were no Starfleet forces gathering at Setlik, but it was too late. The war between the Cardassians and the Federation had begun. Once again the attack took Starfleet Intelligence completely by surprise. They had no idea the Cardassians were capable of such unprovoked hostility. Now SI sought to account for its failure in predicting even the possibility of a Cardassian attack.

The war with the Cardassians lasted twenty years, although most of this time was not spent in actual combat between fleets. A state of hostility between the Federation and Cardassian Union existed and periodically erupted into violence along the border. After a few

initial clashes, both sides realized a full-scale invasion against the enemy would cost thousands of lives and destroy scores of ships. Since the Federation had no territorial ambitions on the Cardassians, it was content to hold the borders secure. The Cardassians may have wanted to expand their Union, but were not willing to pay such a heavy price. The fiercest fighting of the war was not between fleets but between Starfleet Intelligence and the Obsidian Order.

In the early years of the war Starfleet Intelligence had a hard time. They did not even know the Obsidian Order existed until five years into the war, and it was another three years before they were able to establish a reliable network on Cardassia. The public knows very little of this "war of spies" between SI and the Order. Since neither side used terrorist tactics (the Order finds them unsubtle), there was little or nothing taking place in the public eye. Beneath the surface, however, Starfleet Intelligence was having the fight of its life. During the twenty years of the Cardassian war, SI grew a great deal. Never before had Starfleet dealt with an enemy so entirely cunning, with such masters at the art of guile and deception. The Order has a penchant for complicated plans within plans, for double and even triple agents, and for trickery. Starfleet Intelligence learned all it could from its enemies.

Setlik III was the warning that the Cardassians were somehow manipulating Starfleet Intelligence. A year-long mole hunt within the SI ranks revealed that one of the agents formerly dispatched to Cardassia was leaking information to the Cardassian Union. He was quietly cut out of the loop along with other SI personnel who had worked in Cardassian space before the war. Instead of arresting them for questioning, SI internal security fed them false information and waited to see which pieces of data the Cardassians reacted to. They not only fooled the Order for a while, they proved that all the suspicious officers were in league with the Cardassians.

The Order, sensing their agents had been discovered, sent a series of suicide commands. All the SI personnel killed themselves within an hour of receiving their coded orders. The deaths horrified Starfleet and showed just how ruthless and manipulative the Cardassians were. Plans were laid to send more agents into Cardassian space and root out additional spies within Federation territory.

Scores of agents died in the war of spies between the Order and Starfleet Intelligence, but eventually SI methods reached the level of the Obsidian Order. While SI never lowered itself to the Order's more base methods of torture and assassination, SI became quite adept at running complicated, deceptive missions. More importantly, SI counterintelligence learned how to recognize and defeat Obsidian Order operations. By the end of the war several hundred Order spies and informants were in Federation cells, and SI's own spy networks were producing accurate, valuable data.

By the time an uneasy peace came in 2367, the war had dragged on for twenty years. Although the opposing fleets stood down and a demilitarized zone was established, the war of spies continued. The Obsidian Order and Starfleet Intelligence still spend a great deal of time spying on one another, although the competition isn't as fierce as before. Some in SI even jokingly thank the Cardassians for all the valuable lessons in espionage the Order taught them. Certainly Starfleet's trial by fire against the Order raised intelligence expertise to a new level of proficiency.

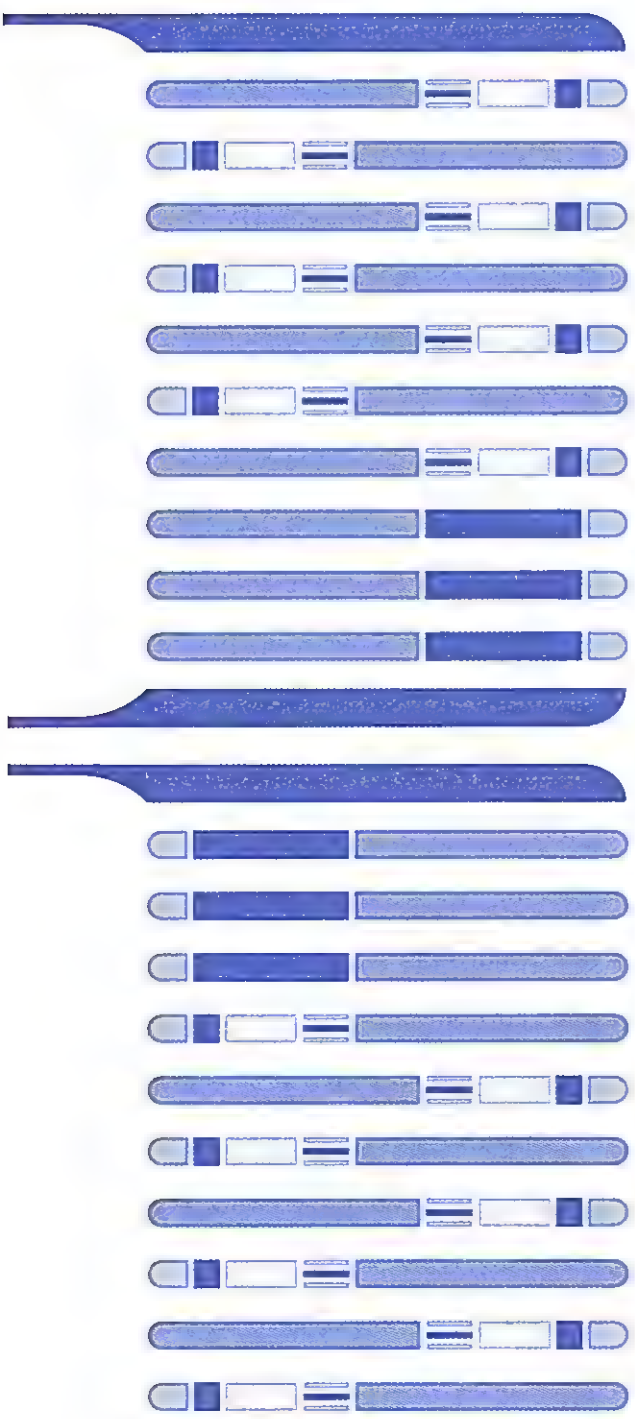
## A New Era

Today Starfleet Intelligence employs more personnel than at any time in its past. Starfleet often works hand-in-hand with SI, providing vital support for espionage missions. Not only is the Federation itself bigger than ever before, but the threats it faces are more numerous. With the recent resurgence of Romulan activity along the Neutral Zone, the Romulan desk has once again become the hot spot for activity within SI. The Cardassians and the Obsidian Order also present a continued threat. Other concerns include Maquis activities, internal strife among the Klingons, the Orion crime syndicate and even the Ferengi. The most significant new threat of all, however, is the Borg.

After the *Enterprise-D* first encountered the Borg in 2365, Captain Picard's report made the rounds at Starfleet Intelligence. The Borg posed a threat, but a distant one. Starfleet initiated a program to prepare defenses for the anticipated Borg attack, while Starfleet Intelligence sought to learn all it could about this new threat. Even though there was no way to investigate the Borg, nowhere to send spies, SI interviewed anyone with knowledge of the Borg, (including the mysterious Guinan, whose people had been nearly wiped out by the Borg). No one dreamed the Borg would drive toward the Federation's heart ahead of projections. Despite its preparations, Starfleet (and Starfleet Intelligence) could not stand up to Borg attacks. Starfleet lost 39 vessels at the Battle of Wolf 359, and Borg quickly drove towards Earth. Only through triggering a Borg self-destruct command, using data obtained from Borg implants, was the Federation saved. Since this initial attack, Starfleet Intelligence has continued to gather any intelligence it can on the Borg threat. Starfleet Intelligence is going through a high point these days. With experienced agents monitoring all major Threat species, Starfleet operatives continue producing valuable information about the Romulans, Cardassians, and other menaces. Recently Starfleet discovered a group of Obsidian Order spies working their way into positions on Starbase 43. Instead of arresting them, Starfleet fed them false information from the moment they arrived on the station. Although the group mysteriously disappeared after only five months, SI marks this as a great success and hopes the future holds more operations of this kind.

Of course the exact plans SI has for the future remain closely guarded secrets. As the Alpha Quadrant's political situation grows more complicated, the role of Starfleet Intelligence continues to grow. In warfare and diplomacy one can never know too much about one's opponents. In Starfleet Intelligence, information is king.

# 2 Administration and Operations



Starfleet Intelligence, like many other espionage organizations throughout known history, is a hierarchical entity with relatively precise command structures and control over the flow of information. Of course, an intelligence agency, even a branch of the military, isn't quite like a military unit or a business–there are times when the regular chain of command must be bypassed to accomplish a mission or meet an objective. As with everything else in Starfleet, such incidents are supposed to be infrequent at best. Most of Starfleet Intelligence's activities are conducted according to established rules, regulations and standards.

## The Federation

As its name indicates, Starfleet Intelligence is a branch of Starfleet—hence, it is a military intelligence organization. This governs not only the type of missions it undertakes, but its place within the Federation's governmental structure.

Within Starfleet's command structure, Starfleet Intelligence is located on the same level as strategic planning. Because the information SI provides is often vital in determining Starfleet's actions regarding particular situations, in both times of peace and war, it was intentionally placed on par with Starfleet's strategic planning assets. SI officers work closely with personnel in charge of strategic planning to help keep Starfleet's plans current. (See ***The Price of Freedom: The United Federation of Planets*** for information on Starfleet's organization).

Although Starfleet Intelligence's activities relate mainly to Starfleet's role as defenders of the Federation, it plays a vital role in exploration and scientific discovery. It works hand-in-hand with Starfleet's scientists, investigating new phenomena and applying new scientific discoveries, while at the same time providing analysis of alien advances. In the area of exploration, SI works with Starfleet's first contact specialists, conducts long-range surveys of newly discovered planets and provides vital data to Federation diplomats. It even works with Starshfleet officers with specialized knowledge, to perform services critical to the Federation's defense.

Starfleet Intelligence reports directly to, and is ultimately commanded by, the Chief of Strategic Operations. The Chief appoints a Chief of Starfleet Intelligence (colloquially known as CSI in the Federation intelligence community) who is his main contact with SI. Typically the post of CSI is filled by a Starfleet officer with many years of experience, including espionage training, participation in one or more intelligence missions, and service aboard a starship. This is supposed to give the CSI a broad appreciation for Starfleet Intelligence's role and activities.

As discussed in ***The Price of Freedom: The United Federation of Planets*** sourcebook, Starfleet Intelligence is also responsible for reporting to the Federation Council and Federation President. The Security Council, a committee of the Federation Council, maintains a Starfleet Intelligence

Subcommittee which oversees issues relating to SI's conduct. Unlike many of its enemies, the Federation has always been suspicious of espionage operations, particularly those relating to military subjects, and has always maintained strict oversight of Starfleet Intelligence. While the proceedings of the SI Subcommittee are not public, there is no denying the Federation keeps close tabs on its military intelligence wing to make sure it is not involved in assassination, peacetime sabotage or other activities which are contrary to the Federation's governing principles.

Starfleet Intelligence maintains good relations with its domestic counterpart, the Federation Intelligence Service (FIS). Both organizations work together freely and openly share information. For example, SI operatives often uncover valuable economic or scientific information during their missions which they give to their counterparts in the FIS, since such subjects are not, for the most part, within Starfleet Intelligence's "jurisdiction." Similarly, while SI's cryptographers are highly skilled in their own right, when a particularly difficult decryption problem arises, they often call on the FIS's Cryptographic Analysis Division for assistance. The Federation Intelligence Service also seeks support from SI on difficult matters.

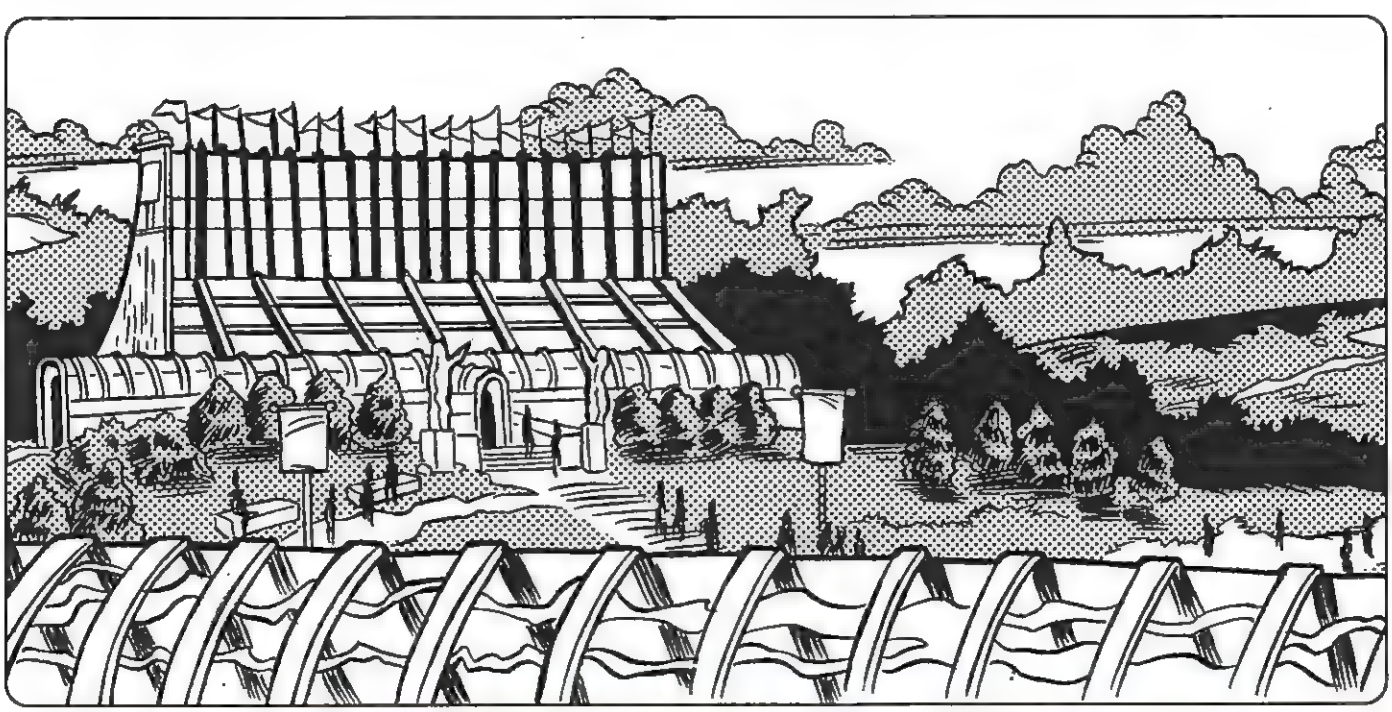
## STARFLEET INTELLIGENCE HEADQUARTERS

Starfleet Intelligence Headquarters is located in a facility next to Starfleet Command Headquarters in San Francisco on Earth. An enormous ten-story building not only houses the SI commanders, but what may be the Federation's most extensive computer databases on its enemies. Everything which pertains to Starfleet Intelligence's mission is located here–except for most of the agent training facilities.

The lowest floors of headquarters are filled mainly with administrative offices and other facilities which are not particularly essential or sensitive. The first-floor lobby is the only area which is well-known to the Federation public at all; it contains a semi-abstract sculpture representing Federation space and the other principle inhabitants of the galactic political scene. Few visitors get beyond the lobby; the well-armed and highly trained security staff sees to that. Only people who have been issued special passes may go beyond the main reception desk, and even they must be accompanied by an armed security officer. No one other than security is allowed to carry weapons in Starfleet Intelligence Headquarters.

The upper floors include offices dealing with more sensitive or secret operations. The nerve center of the building, and of SI itself, is the enormous Intelligence Command Center (ICC). All Starfleet Intelligence operations can be directed from the ICC. It houses dozens of computer systems and wall-sized monitors which constantly display data and graphics depicting the current state of Federation security, available intelligence about current and potential enemies, economic trends which may be valuable to military intelligence, and fleet information. It contains the equipment used to monitor Starfleet Intelligence's use of Starfleet sensors, arrays and listening posts. The ICC can also link to important databases outside SI, including the Federation Military Database and the scientific/cultural libraries at Memory Alpha.

At any time of the day or night, dozens of Starfleet Intelligence officers, analysts and technicians fill the ICC, operating equipment and interpreting the flood of information. All answer to the ICC Commander, an officer in charge of the center's conduct and operations. The ICC Commander reports any unusual information or occurrences to the appropriate Starfleet officers as necessary, or through twice-daily General Briefings.



The upper floors also house several laboratory facilities where technicians work on new technology to make Starfleet Intelligence's mission easier. They develop new weapons and equipment for field operatives, new sensor and communications technology, and mission-specific tools. They work closely with Starfleet's weapon-testing division, since they lack testing facilities themselves.

It is rumored that SI's most important and secret aspects aren't found in headquarters—they're beneath it. Supposedly headquarters has extensive underground facilities. This "black building," as it is sometimes called, contains the most sensitive databases (which are not connected to other computer systems) and similar facilities. Underground walkways supposedly connect Starfleet Intelligence Headquarters to Starfleet Command HQ and Federation Hall.

## Starfleet Intelligence Command Structure

The person in charge of SI and the man responsible for leading the organization is the Chief of Starfleet Intelligence (CSI). The Chief, who holds the rank of admiral in Starfleet, reports directly to the Chief of Strategic Operations; he also reports to the Federation Council and President upon request. Typically the Chief is a Starfleet veteran of long experience and untarnished record. Given the potential for a military intelligence organization to flout or subvert the ideals and principles of the Federation, and the generally "shady" nature of espionage activities in Federation eyes, the Federation Council always chooses someone whose ethical qualifications are unimpeachable.

Currently the Chief of Starfleet Intelligence is Admiral Tilamon Dorr, a Bolian admiral with over twenty years of intelligence experience. Like all of his species, Dorr is well suited to working in groups. Admiral Dorr works well with others, taking a "hands on" approach that appeals to those under his command. Some within Starfleet Intelligence believe Admiral Dorr to be a little too eager to agree for the sake of harmony, but if he were unable to make an executive decision he would not have made it far in Starfleet.

Below the Chief, two people supervise SI: the Director of Administration and the Director of Operations, reflecting Starfleet Intelligence's separation into the Directorate of Administration and Directorate of Operations. Both hold the rank of vice admiral in Starfleet.

### Admiral Tilamon Dorr
### *Chief of Starfleet Intelligence*

Tilamon Dorr joined Starfleet for the scientific opportunities it accorded. After serving three tours of duty on board various starships as a science officer, he was transferred to Starfleet Command. During his last deep space exploration assignment, Dorr discovered a signal embedded in a pulsar's EM emissions. Isolating the signal, he uncovered a message from a previously unknown species (now known as the *Guat*) detailing a plan to attack starbase 257. At Starbase Command, Dorr continued to research subspace transmissions and astronomic phenomenon. From there, he moved into research and development at Starfleet Intelligence. The rest is history.

***Attributes***
Fitness: 2
Coordination: 2
  Reaction+1
Intellect: 4
  Perception +1
Presence: 2
Psi: 0

***Skills***
Administration (Starfleet) 4 (5)
Artistic Expression (Painting) 2 (4)
Athletics (Raquetball) 1 (2)
Computer (Research) 2 (4)
  (Modeling) (4)
Culture (Bolian) 2 (3)
Dodge 4
Energy Weapon (Phaser) 1 (3)
Espionage (Traffic Analysis) 3 (4)
  (Signals Intelligence) (4)
History (Federation) 2 (3)
  (Bolian) 2 (3)
Language: Federation Standard 3
  Bolian 2
Law (Starfleet Regulations) 5 (6)
Life Sciences (Exobiology) 1 (3)
  Planetside Survival (Forest) 1 (2)
Personal Equipment (Tricorder)2 (4)
Physical Sciences (Mathematics) 2 (4)
Planetary Science (Minerology) 1 (2)
Shipboard Systems (Flt Control) 2 (4)
  (Operations Management) (5)
  (Sensors) (4)
Space Sciences (Astrophysics) 1 (3)
  (Stellar Cartography) (3)
  (Thermodynamics) (3)
Systems Engineering (Comm) 3 (4)
Theoretical Engineering (Warp) 2 (3)
  (Subspace Theory) (4)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Bolarus IX) 1 (2)

***Advantages/Disadvantages***
Ally (Chief-in-Command) 5
Bold +1
Commendation (Prantares Ribbon of Commendation) +1
Innovative +1
Species Friend (Vulcans) +4

***Courage:*** 4
***Renown:*** 92
***Resistance:*** 2
***Wound Levels:*** 2/2/2/2/2/2/0

### VICE ADMIRAL T'LAL
### *DIRECTOR OF ADMINISTRATION*

Born on Bolarus, Admiral T'Lal joined Starfleet at the age of 18. She initially envisioned a career as a scientist, and attended several classes in that field before deciding on a career in Command. During her Academy days, T'Lal met a Starfleet officer who would eventually reveal his role in Starfleet Intelligence. After graduation, for reasons of her own understanding, she requested, and received, admission to the Intelligence Administration School. Upon completion of that program, Starfleet assigned her to a diplomatic mission to Aldon II. It is here that then lieutenant T'Lal committed her mysterious violation of the regulations. Following a lengthy career classifying image and signals intelligence from Romulus, she received a promotion to captain, then admiral, and an assignment as Director of Administration.

***Attributes***
Fitness: 3
  Strength +1
Coordination: 2
  Dexterity +2
Intellect: 3
  Logic +1
Presence: 4
Psi: 1
  Range -1

***Skills***
Administration (Vulcan Govt.) 2 (3)
  (Intelligence) (6)
  (Starship) (3)
Artistic Expression (Painting) 1 (3)
Athletics (Paresis Squares) 2 (3)
  (Climbing) (3)
Command (Starship Command) 2 (3)
Computer (Research) 1 (4)
Culture (Vulcan) 3 (4)
  (Human) (4)
  (Romulan) (4)
Diplomacy (Romulan Affairs) 1 (3)
Dodge 2
Energy Weapon (Phaser) 1 (3)
Espionage (Image Intelligence) 1 (4)
  (Signal Intelligence) (5)
  (Traffic Analysis) (6)
History (Vulcan) 1 (2)
  (Federation) (3)
Intimidation (Overawe) 3 (5)
Language
  Vulcan 4
  Romulan 2
  Federation Standard 3
Law (Starfleet Regulations) 5 (6)
Mind Meld 2
Personal Equipment (Env. Suit) 3 (4)
Physical Sciences (Mathmatics) 2 (3)
Planetary Tactics (Small Unit) 2 (3)
Planetside Survival (Lunar) 1 (2)
Shipboard Systems (Fed. Control) 2 (3)
Social Science (Political Science) 4 (5)
Strategic Operations
  (Neutral Zone Strategies) 4 (5)
Unarmed Combat (Nerve Pinch) 2 (3)
Vehicle Operations (Shuttle) 1 (3)
World Knowledge (Vulcan) 3 (4)
  (Rigel IV) (3)
  (Romulus) (3)

***Advantages/Disadvantages***
Hides Emotions -2
Code of Honor (Vulcan) -3
Curious +1
Contact +1 (Constable Odo)
Famous Incident (Aldonian Reunification) +2
Quick Draw +2

***Courage:*** 4
***Renown:*** 82
***Resistance:*** 3
***Wound Levels:*** 3/3/3/3/3/3/0

The two Directors deal more with Starfleet Intelligence's day-to-day operation than the Chief. For the most part, their division of authority works well; the Directors are generally cooperative and friendly. Inter-branch rivalries and disputes arise only occasionally. Administration sometimes reminds Operations of sloppy missions or botched procedures, while Operations points to late or incorrect data analysis provided by Administration. The Chief usually resolves these differences and gets the organization back on track. In some rare instances the lack of cooperation grows to the point where it impedes Starfleet Intelligence operations for brief periods.

Below the Directors, Division Commanders administer the various divisions within the Directorates. The Division Commanders are responsible for making sure their divisions perform according to expected standards and follow all appropriate procedures. Junior officers assist them with these duties.

## THE DIRECTORATE OF ADMINISTRATION

The Directorate of Administration is the smaller and generally less glamorous branch of Starfleet Intelligence. As members of the Ops branch sometimes say, Administration is in charge of "all those things they do back at headquarters." But while an Administration officer's life certainly isn't as exciting as a field operative's, it isn't quite as boring as Ops agents think–and even they would acknowledge that Administration's tasks are vital to Federation security.

Administration's main duty is to keep SI running smoothly. It ensures the equipment at Headquarters operates properly, agents are posted where needed and receive the support they require, all the necessary reports are filed on time and with the right commander, and the rest of Starfleet and the Federation are updated regarding Starfleet Intelligence's activities and discoveries.

The Directorate's most important duty is to classify information. Within Starfleet, information is divided into several security levels, such as "Top Secret," indicating who is cleared to receive or review it (see the chapter *A Spy's Life* for more information). Administration is responsible for reviewing all information obtained by Starfleet (not only by Intelligence, but by other branches) and classifying it.

Administration is organized into several divisions. The first is Command Division. Command is responsible for the organization's overall performance. Starfleet prefers most of its officers have experience in the field and in the lower echelons of Administration. This gives SI commanders a proper perspective on what their operatives actually do. Experience aboard a starship is also preferred.

Research & Development is another Administration division. It is often called "the Toybox" or "Blackhall" to field agents; the latter name derives from Research & Development's headquarters, a large, well-secured facility on Mars built of dark gray

## Section 31

Those who walk the corridors of Starfleet Intelligence Headquarters occasionally hear whispers and rumors of a third branch of SI—one listed on no table of command, one which doesn't report to anyone (not even the Chief), one which performs the most devious (yet sometimes the most necessary) jobs in Starfleet Intelligence. When this branch is referred to by name at all, it's usually just called "Section 31."

Article I of the Federation Constitution sets forth the basic structure of the Federation government, including the duties of each branch and agency. Part Four describes the functions and responsibilities of Starfleet and its components. Chapter Seven of Part Four details Starfleet Intelligence. Section 31 of Chapter Seven states:

*Starfleet Intelligence shall, from time to time and as deemed reasonably prudent and necessary to protect the security and safety of the Federation, conduct both domestic and foreign intelligence and counterintelligence activities.*

Virtually all who read Section 31, including the Federation Council members, have assumed it is a general description and authorization of the duties of Starfleet Intelligence. The reference to potential domestic espionage activities, and the specter of spying on Federation citizens which that idea raises, has never been considered, since it is well known that no one in the Federation government would stoop to such activities. The early history of Starfleet Intelligence-which mainly revolves around uncovering Klingon and Romulan spies in the Federation and obtaining intelligence information about the two enemy empires-reinforces this assumption. That's Starfleet Intelligence's role: spying on enemies and preventing them from spying on the Federation. Anything else, such as conducting covert surveillance of innocent Federation citizens, is unthinkable.

But if the rumors are true, there may be an organization devoted to just such activities. This mythical Section 31, named after its "authorizing" provision in the Federation Charter, might conduct ultra-secret intelligence activities both inside and outside the Federation. In particular it would concentrate on ferreting out spies within the Federation, traitors within Starfleet, and protecting the Federation from within. In short, much of its efforts would, in fact, be devoted to spying on Federation citizens and Starfleet officers.

Of course, such an organization would never be funded by the Federation Council; most of the Council members would find the concept of such an agency abhorrent. How, then, could Section 31 obtain its resources? Most likely sympathetic Federation Councilors and members of Starfleet Intelligence could hide Section 31's budget within SI's own resource allocations. Since few Councilors feel the need to meticulously review any budget submitted to them-after all, the members of the Federation are, generally, scrupulously honest and accurate-hiding Section 31's budget as funding for, say, listening post upgrades or special "black bag" missions would not be particularly difficult. Academically speaking, it would require a conspiracy between certain officers and Councilors, the latter to hide the allocation request in the Federation's budget, the former to ensure the resources reach Section 31. Unfortunately Section 31, and anyone who supported it, would probably be all too willing to take advantage of the Federation Council's trusting nature.

Assuming a "Section 31" or similar organization exists, very few people would know about it, and it would take special effort to hide all evidence of its existence or activities. When operating in Federation space, it would act like a chess player who played his game so as not to lose a single piece. When there is some risk that Section 31 would somehow be exposed, the organization would take steps to eliminate that threat-either by making it impossible for the person who discovered them to report that information to anyone who could act on it, or, in extreme cases, by more direct means.

The exact nature of Section 31's command structure is open to conjecture. Obviously it would not report to the Chief, either of the Directors, or any other mainstream Starfleet Intelligence commander. Instead, some innocent-seeming junior officer might actually be its Commander. Alternately, it might not report to anyone in the Starfleet Intelligence chain of command at all-it could be fully self-contained, reporting to and responsible only to itself. In either case, Section 31's secrecy would allow it to act with impunity and to break any Federation law it deemed necessary in pursuit of its mission. If such an organization exists, hopefully its members would show some restraint in this regard-but the very fact they belong to a group like Section 31 indicates they probably aren't so inclined.

stone. Research & Development is often viewed as a joint agency due to its strong ties to the mainstream Starfleet Research & Development branch. But where Starfleet R&D works with all aspects of Federation technology, Starfleet Intelligence R&D concentrates on technologies useful to its missions and operatives in several fields. The first is sensing and communications technology. R&D is constantly striving to discover new ways of gathering, uncovering and transmitting data. The heart of intelligence is collecting information, and Starfleet Intelligence R&D works to keep that heart beating strongly. Better sensory systems, higher-gain probes and communicators that can punch through heavy interference are all active projects in Starfleet Intelligence's R&D laboratories. Even more important are efforts to make these technologies as small and undetectable as possible. One prominent SI scientist, Dr. Mikran Vorudar, summarized this concept: "When we can make a sensor with the capabilities of a Class IX probe but small enough to implant under an agent's skin and undetectable by standard technology, then we'll be making progress."

Blackhall also works with weapons technology, though it limits itself to personal arms and leaves the large ship weapons to its Starfleet counterpart. Sometimes field agents must weapons, but they must be easily concealed. To this end Starfleet Intelligence R&D tries to miniaturize phasers and other personal arms. Some R&D scientists dream of building a phaser no less powerful than current Type I phasers but small enough to be hidden in a ring.

## VICE ADMIRAL KOMAROV
### *DIRECTOR OF OPERATIONS*

Even as a child, Boris Komarov wanted to be a spy. During his youth, his favorite holonovels followed the fictional exploits of Austin Cliff, a 20th century British agent. He focused on intelligence training at Starfleet Academy, and attended the Intelligence Operations School soon after graduation. He spent much of his professional life as an agent in Cardassian space, posing as Orem Enevek, a dealer in Cardassian antiquities. Komarov managed to avoid detection by the Obsidian Order, and was thus one of the most successful SI operatives behind the Demilitarized Zone. As a cover story, Komarov constructed a fake personnel file, listing a long career on board the *U.S.S. Prometheus.*

***Attributes***

Fitness: 3
Coordination: 3
Intellect: 2
  Logic +1
Presence: 2
  Willpower +1
Psi: 0

***Skills***

Administration (Intelligence) 1 (2)
  (Starfleet Command) (2)
Athletics (Paresis Squares) 2 (4)
Behavior Modification (Resist) 1 (3)
Command (Combat Leader) 1 (2)
Computer (Hacking) 2 (3)
Culture (Cardassian) 2 (4)
  (Human) (3)
Disguise (Cardassian) 1 (3)
Dodge 3
Energy Weapon (Phaser) 2 (3)
Espionage (Intelligence Techniques) 2 (6)
  (Traffic Anaylsis) (4)
History (Human) 1 (2)
Language
  Cardassian 2
  Federation Standard 3
Law (Starfleet Regulations) 5 (6)
Life Sciences (Botany) 1 (2)
Merchant (Cardassian Antiquities) 1 (2)
Personal Equip. (Intelligence Tricorder) 4 (5)
Planetside Survival (Jungle) 1 (2)
Search 2
Security (Security Systems) 1 (2)
Shipboard Systems (Sensors) 1 (2)
Social Science (Economics) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (4)
Vehicle Operations (Shuttle) 1 (3)
World Knowledge (Luna) 1 (2)

***Advantages/Disadvantages***

Bold +1
Chronic Pain -2
Deep Cover (Enevek, a Cardassian merchant)
Contact (Starfleet) +1
Obligation -1
Rival (in Starfleet) -2

***Courage:*** 4
***Renown:*** 89
***Resistance:*** 3
***Wound Levels:*** 3/3/3/3/3/3/0

Although not as well known, the Analysis Coordination Division is perhaps the most vital section of Starfleet Intelligence. The Operations branch's Evaluations section is responsible for gathering information from various sources; however, it's Analysis Coordination which compiles this data into reports, long-range projections and forecasts of trends and developments in threat societies. Analysis Coordination is usually run by a high-ranking officer typically regarded as being "second in command" after the Director of Administration.

The duties of Analysis Coordination agents are often tedious, but they are crucial to the Federation's safety. Without proper compilation and analysis, most data is effectively useless. Discrete facts, such as those gathered by Evaluation, may have some discrete uses–but it takes precise, elaborate analysis of larger amounts of data to detect trends and determine what's really going on. For example, a report on crop failures

on a planet in the Romulan Star Empire doesn't say much by itself, except that many Romulans will be going hungry soon. But when combined with information concerning political maneuvering in the Romulan capital, increased activity at Romulan mili-

### LISTENING POSTS AND SENSOR ARRAYS

The Federation's sensor technology is highly advanced. Although most of it is intended for mainstream military or civilian uses, it has many intelligence gathering applications. For example, Starfleet's listening posts along the Romulan Neutral Zone and the Cardassian Demilitarized Zone are also used by Starfleet Intelligence. Intelligence agents operate posts alongside regular Starfleet officers.

Operatives are rarely posted to a starship permanently, but they still make use of starship sensors and probes. Sometimes an agent travels on a ship for a short time to perform some specific mission. Occasionally a starship receives cryptic commands from Starfleet to go to a particular location and perform a certain type of sensor scan, then transmit the recovered data directly to Starfleet Intelligence. Starship sensor systems are typically the best way for SI to keep track of changes in enemy fleet and ship movements and advances in certain kinds of ship technology.

Because of the existing demands on Starfleet's listening posts and sensor arrays, Starfleet Intelligence has established many of its own dedicated surveillance bases. These facilities, which are usually carefully hidden or disguised, are invaluable assets since they don't have to be shared with anyone else. Some are manned by intelligence operatives, but many are completely automated.

tary bases on or near the affected planet, and similar data, a picture emerges—one showing recent developments at the bases (perhaps a new weapon or cloaking system) which require greater funding (drawing attention away from crop support) and which have spurred debate about what to do with them. This warns Starfleet Intelligence of a possible threat to the Federation and that more agents should be assigned to discover more about this Romulan activity. Analysis Coordination agents, like their counterparts in Evaluation, have extremely high security clearances.

The Counterintelligence Division runs the Federation's domestic counterintelligence programs (in close conjunction with the Federation Intelligence Service). While Ops agents work at uncovering enemy spies outside the Federation (trying to locate and stop them before they ever get into the field), Counterintelligence and the FIS are responsible for finding and capturing enemy spies who have infiltrated the Federation.

The long-range performance and future capabilities of Starfleet Intelligence are largely the Training Division's responsibility. Training Division operates Starfleet Intelligence's two schools, one for Operations and another for Administration. It oversees the curriculum taught to agents in training, provides required qualification courses for operatives to improve their skills or learn new ones, and monitors the progress of all students.

The present Director of Administration is Vice Admiral T'Lal, a Vulcan. Semi-affectionately called "the Duchess" by her underlings, Director T'Lal is known for her attention to detail and insistence that everything be done "by the book." Rumors claim she got in severe trouble for not following regulations early in her career—in fact, some versions say another cadet was injured or killed because of it. Since then, the story goes, she's been a stickler for procedure. Despite her seemingly cold and uncaring attitude, she actually cares deeply about her personnel and their missions, as anyone who has worked closely with her knows.

## THE DIRECTORATE OF OPERATIONS

When most Federation citizens think of spies, they think about clever agents infiltrating the Cardassian Union in disguise, counterintelligence operatives preventing the Tal Shiar from assassinating Starfleet officials, and deep cover agents living on distant outposts while they decipher coded Breen transmissions. All these missions are handled by agents in the

Directorate of Operations.

"Ops" personnel are responsible for performing the actual Starfleet Intelligence missions. They gather intelligence, conduct counterintelligence operations abroad, analyze data, and infiltrate Threat organizations. Without them, Starfleet Intelligence's ability to gather and evaluate data would be crippled. While the Federation's technology is often amazing, and can gather enormous amounts of data on many subjects, sometimes there's no substitute for a "man on the ground," as the operatives sometimes say. No sensor is going to tell Starfleet where cells of the Vulcan Isolationist Movement are going to meet, or what's being said in the inner chambers of the Cardassian Central Command, or what developments are underway aboard a cloaked Romulan warbird lurking in the Neutral Zone. To discover this kind of information, SI needs operatives in place who can reveal what's going on in their own individual ways.

While this is certainly the most exciting aspect of Starfleet Intelligence's activities, it is also one of the rarest. Highly trained, competent intelligence agents are uncommon. Successfully inserting agents isn't as easy as spy fiction makes it seem. Even the best-trained operative spends more time monitoring sensors and preparing reports than he does infiltrating the Romulan Star Empire or gambling against beautiful enemy agents in casinos on Risa.

Operations agents are trained at the Starfleet Intelligence Operations School on Tellar. A student is typically a Starfleet veteran who has been through the Academy and spent at least a year serving aboard a starship or starbase following his cadet cruise. SI only wants Ops agents who have proven themselves to be capable and adaptable–after all, an operative often must swiftly react to changing situations. The ability to succeed at the Academy, qualify for service on a starship or starbase, and thrive in those environments is considered an indication of potential skill at intelligence activities. More details on agent training and the Operations School can be found in the Starfleet Intelligence Characters chapter.

While attending the school, most agents are trained in one or more specialties in preparation for their intelligence field work:

## Cryptanalysis

In the Federation, most codes and ciphers are made and broken by computers—no human, Vulcan, or other sentient being could possibly hope to perform the calculations necessary to break a computer-generated code by himself. A lifetime of work would represent only the merest fraction of effort necessary for such a task. Starfleet Intelligence still needs agents trained in cryptography. Someone must program computers to run cryptographic algorithms, and that requires knowledge of the principles underlying codes and ciphers. Not everyone in the galaxy uses, or has access to, a computer when they want to encode a message. Old-fashioned hand-written ciphers are used from time to time, and sometimes they defy computer analysis. In such a situation a trained operative can often perceive patterns and information that computers cannot. Agents with cryptanalysis training are also skilled at determining the best ways to covertly deliver a coded transmission (for example, in the output from a deflector or in the signals given off by a seemingly innocent Class V probe). They are just as skilled at determining when a message has been hidden in an otherwise normal enemy transmission intercepted by Starfleet.

## Deep Cover

A deep cover agent is trained to infiltrate a society or organization and wait, silent and hidden, until such time as his services are needed. Such operatives are trained to blend into their target community—they learn its customs, language, and background as thoroughly as anyone who's grown up there. In many cases they are also surgically altered to physically blend in with those living in the target society. Once on location, they try to work their way closer to the objective, hopefully obtaining a position near sensitive military or political sites. When their services are needed, they receive instructions from headquarters to carry out specific missions. With skill and a little bit of luck, no one should ever detect them. Since deep cover operatives have to work alone for years–possibly their entire career–only the most capable and confident agents are assigned to such work.

## Undercover/Infiltration

A shorter-term variant of deep cover missions, undercover operations require agents to infiltrate a group or nation (such as the Vulcan Isolationist Movement) to obtain specific information or accomplish some short-term goal. Operatives are typically trained in disguise, acting techniques, languages and customs. Temporary surgical alteration also helps agents blend in with alien societies.

## Military Analysis

One of Starfleet Intelligence's most important missions is to gather information about its enemies' military might. Operatives trained in military analysis are experts on ships, weapons, fleet maneuvers, starship strategy and tactics, and similar subjects. Although they often spend less time in the field than most Ops agents, their jobs are no less crucial to Federation security.

## Civilian Analysis

A military is really only as strong as the society supporting it. Analysis of that society can provide many important clues about military strength. Civilian intelligence analysts obtain and analyze such information. They typically study such topics as economic indicators and trends, demographics, technological developments and domestic politics. Valuable intelligence can be gained by piecing together data from these sources.

## Extraction

Sometimes a mission goes bad, and SI must pull its people out fast using agents trained in extraction techniques. They know how to get in swiftly, retrieve their target, and escape just as quickly. On most missions they work very closely with Starfleet's elite forces, such as the Starfleet Marines.

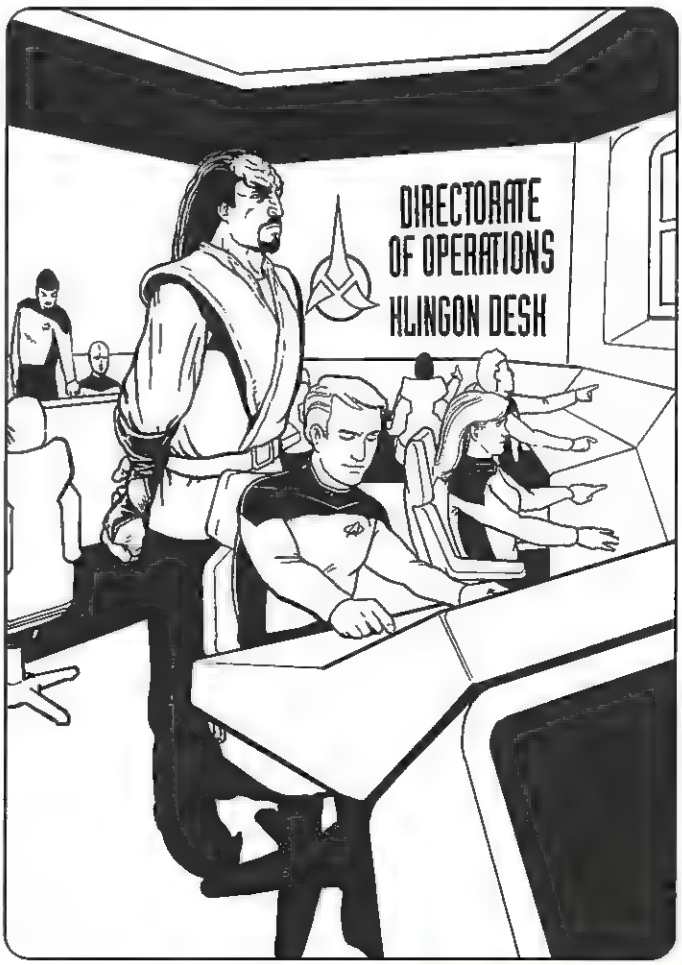
## Recruitment

Compared to other Ops specialties, recruiting new agents doesn't sound very glamorous, but it is one of SI's most beneficial activities. No agent, no matter how well-trained or altered, is quite as good as a native–a member of the target species who grew up in the target society. Working as SI operatives, such people are worth their weight in gold-pressed latinum. Some of the greatest coups in SI's history were achieved not by dashing agents romancing enemy officials, but because some clever operative recruited a disgruntled file clerk in the right office. A Cardassian who's tired of war, a Romulan disenchanted with the Star Empire's tyrannical government, or an Orion stool pigeon are likely to be more effective at spying on their respective organizations than any Federation agent.

It's important to note some of the traditional espionage activities which are not listed above. Starfleet Intelligence agents do not generally engage in such operations as assassination, sabotage or fomenting insurrection and revolt. Such activities are contrary to the principles upon which the Federation was founded and which it strives to uphold. On rare occasions rogue elements have stooped to such tactics, but when discovered they are always punished–even if the result of their actions was beneficial to the Federation.

Operations is not as rigidly organized into divisions as is Administration; the nature of its job requires a more free-form approach. The most significant division is Evaluation, which gathers and, to a limited extent, analyzes intelligence data. They are the core of Starfleet Intelligence-the people who are experts on Cardassian agricultural production, Romulan disruptor technology, or Klingon politics who can make sense of the minor day-to-day changes taking place in those societies. It's their responsibility to evaluate the raw data gathered by SI's agents, sensors and probes and turn it into usable intelligence product. Evaluation operatives, who invariably have high security clearances, typically work alone or in small groups. Their finished product is passed on to Analysis Coordination agents who bring Evaluation's individual puzzle pieces together to form a full picture.

Unlike the Administration branch, Ops agents are not as concerned about rank, position and protocol as



"armchair spies." Although they all have an assigned Starfleet rank, when they are in the field, rank tends to become less important than supporting the team and accomplishing the objective. Each Mission Team member has specific responsibilities and duties, but there is much more flexibility than in an Away Team. Each member is expected to fill in for at least one or two others if need be, and to provide useful opinions and input to the mission leader. In the field, competence and mutual respect count, not rank.

Vice Admiral Theodore Komarov is Director of Operations. The middle-aged human is soft-spoken and contemplative, though others rarely feel comfortable in his presence. Komarov is best known for attaining his goals indirectly: asking seemingly impertinent questions, analyzing obscure and irrelevant information, and working through unexpected yet legal channels. He believes following one's intuition can help obtain solid intelligence, and encourages the operatives in his branch to practice this in the field. Komarov keeps to himself, and keeps details of his personal history shrouded in secrecy. Most assume Komarov served aboard an exploration vessel before transferring into SI Operations. Details of his earlier field work are not widely known, and few colleagues have the clearance necessary to review his mission files.

# 2 The Mission Team

During field operations, everything can go wrong. Poor timing, traitorous contacts and unforeseen obstacles can delay or defeat even the most meticulously planned mission. Solo operatives must rely on their own abilities and willpower to successfully accomplish their objectives. But Starfleet Intelligence finds missions are more successful when entrusted to a dedicated squad of agents, with diverse skills and a team-oriented mindset. The Mission Team is SI's most basic unit of organization: a group of agents, and sometimes other personnel, gathered to perform a specific mission or series of missions.

## Composition

To attain its various objectives, Starfleet Intelligence employs two kinds of Mission Teams: the *assembled* Mission Team and the *standing* Mission Team.

The most common type is the assembled Mission Team. This is a group of agents brought together by Starfleet Intelligence for one particular mission. They may or may not have worked together in the past; some may know each other, while some are complete strangers to everyone else, or perhaps known only by reputation or agency gossip. Each team member is chosen for his expertise in a particular espionage field (in game terms, his Specialization is the Espionage Skill or some related skill). Since the team is assembled for one mission, their expertise may be extremely varied. For example, on a mission to gather intelligence about new propulsion systems for Romulan warbirds, a character with specialized knowledge about one type of ship—or maybe just that ship's engines—might join the team. She may not know anything about energy weapons, or Federation ship's sensors, but she knows Romulan warbirds inside and out. This makes her a valuable team member even if the others have to protect and cover for her in situations not involving Romulan ships. Members of Starfleet often serve in a similar capacity, lending their special expertise as the need arises.

The second type of Mission Team is the standing team, also known as a permanent team. This is a group of field agents whose skills, abilities, and personalities so complement each other that they have been assigned to work together on a long-term basis. They may have performed dozens of missions successfully, and often rank among Starfleet Intelligence's most accomplished operatives. While each member is highly trained, most tend to be skilled in a wide variety of areas. A standing team rarely has room for a specialized agent who knows nothing but Romulan ships—each member must pull his weight in a variety of situations.

Standing teams are usually based in a specific starbase or listening post—a place where they report back between missions. This location must offer team members a good setting for reliable covers, and enough starship traffic for them to come and go at a moment's notice. For example, Starfleet Intelligence could use a scientific outpost as a standing team's base, provided each team member has the knowledge to maintain a cover as a scientist, and the outpost receives sufficient ship traffic so the team can come and go as needed.

Standing teams are rarely based on a starship. If they are, it is almost always a small ship dedicated to their use. Starfleet Intelligence prefers to have standard starships transport its agents when possible; this allows the group to blend

into the ship's crew under a cover story, perhaps as a diplomatic delegation, scientific exploration team or war games specialists.

Mission Teams, whether assembled or standing, are usually composed primarily of Starfleet Intelligence officers. Sometimes mainstream Starfleet officers are included if their areas of expertise might prove useful. Each Mission Team includes several members with specific duties.

## Commanding Officer

Rank and position often don't mean much during an espionage mission; skill, respect, and accomplishing the objective matter most. Still, Starfleet Intelligence is a military organization, and discipline is sometimes necessary. One officer on each Mission Team is designated the commander. Usually the highest-ranking officer assumes this duty in an assembled team. In a standing team, members often choose a leader themselves, and Starfleet Intelligence respects their decision by appointing that person the team's permanent commander. The Commanding Officer may be any member of the team; the most common areas of skill seem to be science, communications or military analysis, joined with a strong sense of leadership, willpower and respect for the group.

## Science Officer

Many Starfleet Intelligence missions involve questions or issues a Starfleet Science Officer's skills could resolve. Suppose Starfleet Intelligence wants to discover the latest advances in Romulan cloaking technology and determine how they might be overcome. A Science Officer would have the broad scientific training necessary to take a multidisciplinary approach to solving this problem. The solution might involve such diverse subjects as wave-motion physics, energy field physics, various types of astronomic phenomena or subspace variances, so it's important one member of the Mission Team is trained in such subjects. This officer's general scientific knowledge could also assist the Medical, Engineering or Communications Officers, or take over for them if incapacitated.

## Engineering Officer

An Engineering Officer usually serves much the same function in a Mission Team as a Science Officer: he's an expert on technical and scientific subjects. An engineer is particularly helpful on missions involving technology—stealing or copying data from enemy ships, using long-range sensors (which require tuning, adjustment and maintenance) or any mission with lots of high-tech spy gadgetry. An engineer's expertise can be invaluable in such cases. Engineers who specialize in transporter or propulsion technology are frequently assigned to assist with extraction missions.

## Communications Specialist

The Communications Specialist is an expert at what is broadly called "electronic warfare": using sensors and avoiding being detected by them; intercepting and decrypting enemy transmissions (and making sure the enemy is unable to do the same with Federation transmissions); penetrating computer security to obtain classified or protected information; and creating false electronic signatures for escape craft. A Mission Team is severely handicapped without a Communications Specialist.

## Infiltration Specialist

Sometimes a Mission Team must send someone in advance of the main team—someone who can penetrate secured areas, blend in with the enemy, and conduct advanced reconnaissance. An Infiltration Specialist ("Burglar" to those in SI) disables the most sophisticated security systems with ease, uncovers and observes the team's objectives, and returns with information helpful in completing the mission. Since he often cannot carry anything

identifying him as a Starfleet officer (such as a communicator, phaser, or tricorder), the Infiltration Specialist may be trained to use other species' technology, and may even be an expert at scrounging to make his own weapons and equipment.

### Military Analyst

Many missions focus on military information or objectives: what are the Romulans working on at their secret shipyards near the Neutral Zone; how will new advances in Cardassian propulsion technology affect their fleet tactics; just how good are the new Klingon disruptor cannons? Questions like these require the expert knowledge of a Military Analyst—someone who's meticulously studied a Threat species' technology and knows how to predict the ramifications of changes and advancements in that technology. Military Analysts often have extensive Starfleet experience and are highly trained weapons experts.

### Psionics Specialist

Those with mental powers can provide vital assistance to Mission Teams. Starfleet Intelligence trains its psionic members in how to use their psychic abilities appropriately for intelligence-gathering purposes. The danger of abuse—telepathic domination, memory erasure and psychic murder, for instance—concerns Starfleet Command, who remains wary of the pitfalls psionic abilities pose. Thankfully, most species with these abilities have strong ethical and moral principles against abusing their powers. Betazoids generally avoid reading other people's minds without permission, while Vulcans reserve their mind-melds for close friends and relatives (although they have been known to violate these principles in extreme circumstances, and always with a degree of distaste). Still, a Psionics Specialist can perform many helpful tasks: a subtle mental nudge for an enemy to vacate a room long enough for the Mission Team to scan sensitive documents; hiding the Mission Team's mental energies from an enemy telepath; or even, in very rare, very special instances, using Psionic Skills to help interrogate an enemy. Starfleet Intelligence agents (and, indeed, all Starfleet officers) are encouraged to use their abilities as harmlessly as possible.

### Medical Officer

Medical Officers are frequently called on to join or assist Mission Teams. It's always good to have a medic along on a mission in case an operative is injured. Many Starfleet Intelligence operatives have basic medical training, but there's no substitute for in-depth training and experience in many situations. A Medical Officer's in-depth training in psychology may give a Mission Team a vital edge during psychologically tense intelligence operations. Sometimes Ship's Counselors are recruited into a Mission Team for exactly this reason.

Mission Teams do not wear any sort of uniform when conducting an operation—indeed, many of them hardly ever wear a uniform. On those rare instances when Starfleet Intelligence officers gather for formal occasions, they wear a typical Starfleet duty uniform, colored according to the color-scheme traditional to Starfleet (blue for science/medical, yellow for operations and red for command).

## Duties And Missions

Assembled Mission Teams usually have one discrete type of mission—answer this question, find this man, gather intelligence on this subject. The team is assembled with this goal specifically in mind, so its members have the skills needed to accomplish it. This doesn't make it an easy job—sometimes these missions are among the most difficult of all. But it does mean Starfleet has its best personnel on the job. Once the operation is complete, or the team's existence is no longer necessary, the team disbands and its members are assigned other missions with other agents (or, in the case of

regular Starfleet officers drafted for temporary SI duties, return to their regular posts).

Standing Mission Teams must prepare for a wide variety of duties. One month they might be tasked with stopping a group of *Tal Shiar* agents from penetrating Federation space. Their next mission could involve manning a listening outpost to obtain information about the movements of Orion Syndicate members. After that they must infiltrate Cardassia to pass latinum and information to an Obsidian Order informer. This lifestyle requires standing team members to be well-versed in a variety of skills and to think fast on their feet. They must also get along well together, even under extreme pressure; they cannot go their separate ways when the mission is completed. The Commanding Officer is responsible for ensuring the team operates as smoothly as possible.

Operations performed by Mission Teams typically fall into one of several defined categories, detailed in the following sections.

## COUNTERINTELLIGENCE

Counterintelligence is often called the art of spying on other spies—specifically, agents who are attempting to infiltrate Starfleet or the Federation to obtain information. This work is almost always assigned to standing Mission Teams from the Administration branch because it requires special training, experience, and knowledge. Since counterintelligence missions are often shadow wars between competing mission teams, agents assigned to this work must also be clever and devious.

A typical counterintelligence mission begins by identifying and surveilling enemy spies. This is often the hardest part of the mission, since agents of the *Tal Shiar*, Obsidian Order and other Threat organizations may be just as skilled as Starfleet Intelligence at working undercover. Typically SI keeps watch on potential targets for enemy agents (for instance, the Utopia Planitia shipyards) hoping to detect such agents at work. Sometimes they also rely on reports from Starfleet officers regarding suspicious activity.

The next step is to determine how to deal with enemy agents. Often they are allowed to continue their work, provided it does not pose an extreme danger to the Federation, so the extent of the enemy activity or the Threat species'-knowledge of Starfleet can be ascertained. In some cases Starfleet Intelligence attempts to pass false information to the spy—or, even better, have an agent pose as a potential recruit for the enemy. Sooner or later, though, the enemy agent must be captured or driven away. If possible, Starfleet Intelligence tries to convince captured enemy spies to become double agents, but this rarely works with ultra-loyal members of the *Tal Shiar* or Obsidian Order. Sometimes captured spies are exchanged for captured Federation agents, but most uncooperative spies are imprisoned.

An even more difficult counterespionage assignment is trying to track down "moles"—enemy agents who have successfully infiltrated Starfleet, or the rare Starfleet officer who betrays the Federation. Such people are often highly skilled, well-placed, and willing to kill to maintain their cover.

Counterintelligence missions usually involve only trained Starfleet Intelligence operatives with experience at undercover and infiltration work. Sometimes science and engineering personnel help set up a "sting" to catch the enemy agent. Surveillance and communications equipment are common tools for counterintelligence missions.

## DECEPTION AND DISINFORMATION

Deception and disinformation has its place in the espionage world. Both the *Tal Shiar* and Obsidian Order are accomplished at the task of pulling elaborate scams on their enemies. At the heart of this type of mission is the desire to plant disinformation—false information which seems plausible and reliable. Sometimes this is done in the hopes of "poisoning" the enemy's database and tricking him into long-term strategies based on the incorrect data. In other cases disinformation can send an enemy off on a wild *target* chase. Starfleet, on the other hand, engages in these practices rarely, under extreme circumstances.

When Starfleet Intelligence embarks on disinformation missions, it is typically to determine the validity of a piece of intelligence. An enemy plants information meant to mislead the Federation, and agents must discover if it's true. Sometimes, this involves checking and double-checking the information through various sources. Other times, agents or Starfleet officers must corroborate the intelligence "on the ground." Starfleet might employ deception to achieve a specific goal, planting false information so the Mission Team can accomplish some short-term objective unimpeded, or during times of war. Extraction and rescue missions often rely heavily on deception to ensure they run smoothly.

Deception and disinformation missions are often dangerous because they can involve close contact with the opposition. Enemy agents often want to see their informants in person; reports sent from remote locations often lack that authenticity important to a deception mission.

When Starfleet Intelligence employs deception, the Mission Team composition for these assignments usually includes trained, experienced Starfleet Intelligence officers, but this depends heavily on specific circumstances. If the disinformation to be planted is scientific—for example, a story that the Federation has developed a new way to detect cloaked ships, as reported by the "traitorous scientist" who discovered it—it sounds more realistic to an enemy agent coming from a Science or Engineering Officer who is well-versed in the technologies involved. Standing Mission Teams often request a Starfleet specialist appropriate for these missions.

## EXTRACTION

Extraction and rescue missions, while well within the capabilities of a standing Mission Team, are often better suited for an assembled team (with the occasional assistance of one of Starfleet's elite military units). Each one differs—based on the mission's nature, the target to be extracted or rescued, and the extracted location—so an assembled team's diverse and specialized skills are often preferred. This team often includes an infiltration specialists and agents who possess expert knowledge regarding the society or organization from which the target must be extracted.

There are two basic kinds of extraction missions. A "friendly extraction" is the most common. The team must extract a willing target and get him back to Federation space. Typically such targets are undercover agents whose missions have been completed or whose cover is in danger of being blown, or members of a Threat species or organization who wish to defect to the Federation. The team must contact and extract the target under the enemy's watchful eyes and deal with the target's personality and eccentricities. He may insist on taking his pet along, refuse to leave unless he's allowed to say good-bye to a close friend, or try to take care of other personal business which makes the mission more difficult.

Starfleet Intelligence rarely engages in "hostile extractions," known less euphemistically as kidnapping. Sometimes other espionage organizations kidnap key enemy personnel to interrogate, and to deny the enemy of their expertise. This is obviously more difficult than a friendly extraction, since even a quarrelsome defector is a lot easier to deal with than a resistant enemy.

Like deception missions, extractions often depend on infiltration and undercover work. An example of a successful extraction mission would be the recovery of Romulan Vice Consul M'ret, who defected to the Federation with the assistance of Ambassador Spock and *Enterprise-D* Ship's Counselor Deanna Troi.

## INFILTRATION AND UNDERCOVER MISSIONS

Infiltration and undercover missions involve penetrating some organization, such as the Orion Syndicate or Romulan Star Empire, to gather intelligence or accomplish some other objective (such as the deception and extraction missions discussed above). Achieving the mission goals may involve

short-term infiltration, or, in rare instances, it may require weeks or months spent disguised in an enemy camp. This work is best suited for highly trained agents and standing teams which have undertaken these missions before. Occasionally SI uses an assembled team or qualified non-Starfleet Intelligence personnel.

Infiltration missions often involve specialized equipment. Disguises help infiltrating agents assume their roles. They may involve anything from simple make-up to advanced (and nearly undetectable) prosthetics, to actual surgical alteration of the agent (something Starfleet Intelligence prefers to avoid whenever possible). Since undercover agents usually can't carry obvious weapons and equipment with them, disguised and miniaturized equipment is needed. Communicators disguised as buttons or jewelry, Type I phasers which resemble harmless tools or objects, and computers and video equipment small enough to hide in the palm of one's hand are standard tools for accomplished undercover operatives.

## INVESTIGATION

Investigation missions are low-key counterintelligence operations. Typically the Mission Team is sent to a location in Federation space to investigate a suspicious or espionage-related incident. A standing team often undertakes these missions, but the team freely draws on expertise from other branches of Starfleet whenever necessary. For example, an investigation of the mysterious death of a Starfleet officer at

Starbase 118 would probably require calling in a Medical Officer to perform an autopsy and analyze the results. Investigation missions tend to be uncommon, but can lead to uncovering larger threats to the Federation.

Starfleet also sends Mission Teams to verify intelligence gathered from other sources. In many cases this also involves infiltration elements. Suppose Starfleet Intelligence received a report from a "mole" in the Cardassian Central Command that the Cardassians are establishing a hidden base in the demilitarized zone. To confirm this, a Mission Team might be sent in to infiltrate and monitor the region—and, if necessary, take steps to uncover the base's purpose. This work typically involves the same kind of equipment used in infiltration and surveillance missions.

## RECRUITMENT

One of the greatest coups an intelligence agent can achieve is recruiting someone else to spy on his behalf. A file clerk for the Romulan military, a lowly Orion smuggler or a member of the Obsidian Order make far better spies on their own organizations than anyone Starfleet Intelligence could assign. A recruitment mission involves identifying and then recruiting these double agents and moles.

Standing Mission Teams almost always undertake recruitment missions because they are tricky and difficult. The team must infiltrate enemy territory, identify potential spies, approach them without being discovered, and finally convince the potential spy to work for the Federation. While Threat species often use blackmail or intimidation to recruit native spies, Starfleet Intelligence does not; it only works with those who genuinely wish to assist the Federation.

Mission Teams assigned to recruit new spies sometimes seek the assistance of other Starfleet officers. If the targets are all scientists working for the Romulan fleet, having a Science Officer along who can better relate to them can provide more successful results.

## SURVEILLANCE AND RECONNAISSANCE

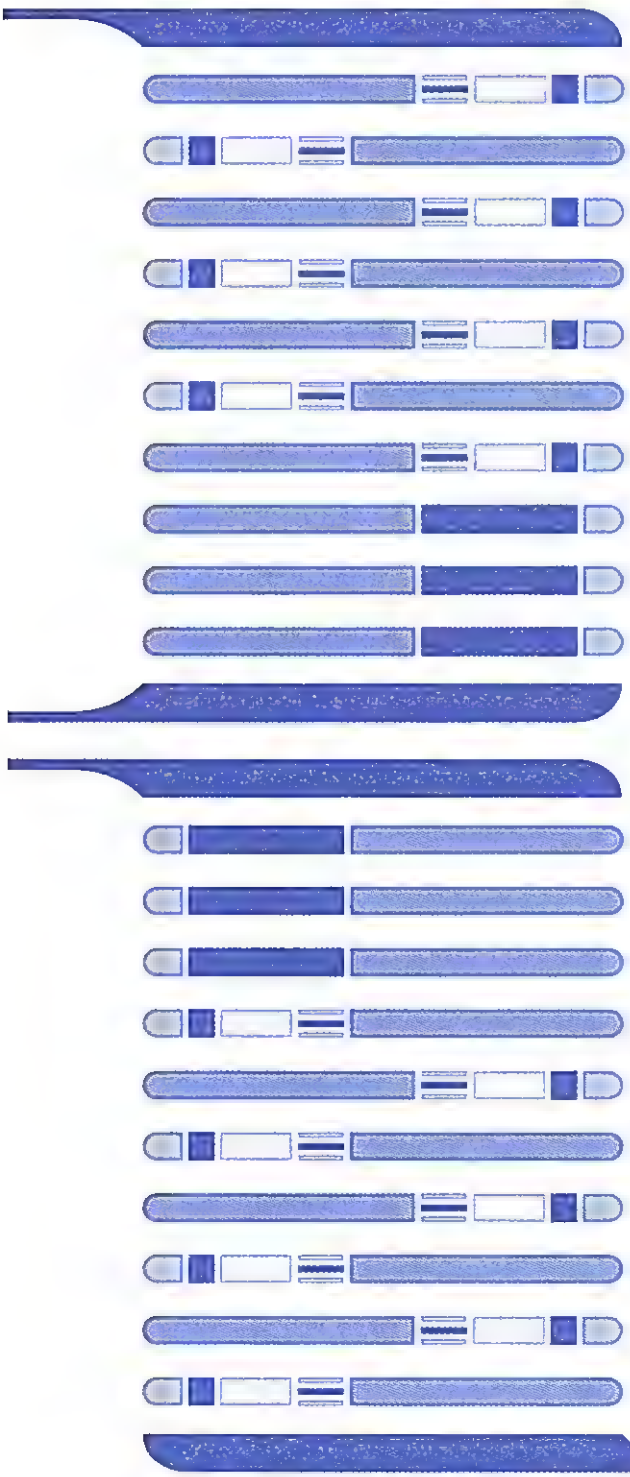
Although often considered less exciting than infiltrating a hidden Obsidian Order base in the Badlands or uncovering the lastest military secrets from the Romulan central computer, surveillance and reconnaissance tasks are among the most vital. Buried in the reams of data recovered by SI's outposts, arrays, probes and field observers are tiny nuggets of information which may provide valuable clues and insight about the enemy and his activities.

Surveillance duty ordinarily involves manning a listening outpost; many Starfleet Intelligence operatives regard it as "downtime" when they can relax a little. Sometimes it's necessary to send a team—usually an assembled team—into the field to get a more direct look at something. This is the best way to gather strategic and tactical reconnaissance about fleet movements, ship strengths, military resources and the enemy's ability to sustain a war effort. The team must infiltrate the area close to the target, scan it and do anything else necessary to gather needed intelligence, and then get out again—all undetected. Starfleet often uses its most sophisticated scanners and fastest ships to ensure success.

## TRANSPORTATION

Transportation missions require the Mission Team to act as couriers of information, people and technology vitally important to Federation security. Mission Teams often work closely with Starfleet captains and crews on such missions, since Starfleet Intelligence does not usually assign them ships of their own. Examples of transportation missions would include transporting the defector Admiral Alidar Jarok through Federation space, or recovering a derelict enemy spacecraft and towing it to a starbase for analysis.

# 4 A Spy's Life



The preceding chapters have described the information and perspective provided to Starfleet Intelligence trainees and, to a lesser extent, the average Starfleet officer who needs to know how SI operates. There's still much more to the practice of espionage in the 24th century. The practical, day-to-day aspects of an agent's job are a lot more important—to him, at least—than any broad statement of mission goals, principles and guidelines, or any general instructions on how intelligence operations should be conducted.

The members of Starfleet Intelligence are a unique breed. They are proud members of an organization which conducts itself according to the highest standards of moral behavior, doing a job sometimes regarded as less than honorable. Many Starfleet officers—accustomed to the open and honest interaction which characterizes Starfleet and Federation society as a whole—find espionage distasteful, though necessary to the overall security of the Federation.

Although they would prefer to conduct all operations openly, without any cloak of secrecy, they recognize the importance of what Starfleet Intelligence does. Often, Starfleet officers find themselves called upon to assist Starfleet Intelligence, whether it is helping to extract a Romulan defector, training long-range sensors on a remote enemy base, or relaying sensitive information to the Federation; they understand that SI agents perform similar duties, and have the same interests at heart. They simply go about their duties a bit differently.

Unfortunately there is a definite need for Starfleet Intelligence, and for Starfleet officers who are willing to perform its sometimes unpleasant tasks. Not all information Starfleet and the Federation desperately need to maintain their security is freely available. The Romulans, Cardassians, and other Threat species take extensive steps to keep information about their military capabilities and resources secret. Many types of information which are freely available about Starfleet—fleet composition, starship data and personnel deployment—are considered high state secrets in Threat societies. The Federation must obtain that data to prepare to defend itself. Gathering intelligence is the most efficient means to reach that goal.

Many Threat species are nowhere near as principled as the Federation. They willingly, even eagerly, engage in espionage, sabotage, assassination, and terrorism against their neighbors. The Federation and Starfleet must protect themselves—Starfleet Intelligence agents, who are trained in counterintelligence techniques, are the first line of defense against the likes of the *Tal Shiar* and Obsidian Order.

Starfleet Intelligence officers use many techniques and procedures to protect the Federation from its enemies.

## Security Levels And Clearances

Varying levels of access help secure and control information within any government, military or espi-

onage organization—and the Federation, Starfleet, and Starfleet Intelligence are no exceptions. Starfleet is generally very open with its data, allowing both officers and enlisted men free access to the majority of its enormous library database. Starfleet still recognizes that certain kinds of information must be kept secret to protect Federation security. Data on weapon and shield frequencies, Starfleet's tactical and strategic procedures and plans, and technology development programs must often be kept "under wraps" to ensure the enemy does not gain access to it—and thus obtain an advantage over the Federation.

Starfleet and SI use four primary levels of security classification, detailed in the following sections.

## OPEN ACCESS (OA)

Information at this security level isn't secure at all; it's freely available to anyone who can use an LCARS terminal or similar data retrieval system. By some estimates, as much as 98% of Starfleet's information fits this category. Examples include most economic and scientific data, routine reports prepared by Federation agencies and offices, and recordings of most Federation Council proceedings.

OA information is not always as innocent as it seems. A clever intelligence agent or data analyst can piece together random bits of OA data to uncover leads on Federation secrets. For example, scientific reports may contain hints on recent starship locations, which might reveal a clue regarding their mission objectives or Starfleet's deployment strategy in a region.

## SECRET

Secret information would cause harm to Starfleet or the Federation if released to unauthorized persons. Examples include most information relating to fleet movements, starship strengths, war games results, and precise weapons characteristics.

## TOP SECRET

Top Secret information would cause significant harm to Starfleet or the Federation if released to unapproved personnel. If obtained by a Threat species, it could compromise Federation security. Key scientific data relating to military research and development projects (such as starship propulsion and weapons systems) and Starfleet's overall strategic plans for defending the Federation are all considered Top Secret.

## ULTRA SECRET ("OMEGA")

Ultra Secret information, also called Omega-class information, could cause extreme harm to Starfleet or the Federation if released. If obtained by a Threat species, it could significantly compromise Federation security or Starfleet's ability to defend itself. In some cases, the mere revelation of Ultra Secret information can be enough to spark war or ruin relations between the Federation and other governments. Examples include details of the most sensitive espionage operations conducted by Starfleet Intelligence, keys to Starfleet codes and ciphers, and critical scientific and technological data.

Several secondary classifications further restrict, limit or guide the dissemination of Federation datafiles:

### FEDERATION COUNCIL ONLY (FCO)

Information with this designation, which is usually Secret or Top Secret, is authorized for limited release to members of the Federation Council.

Councillors are, of course, aware that they are not to distribute or disseminate this information in any way—not even to their closest staff members.

### Critical Weapons Data (CWD)

Usually applied to Top Secret or Ultra Secret information, CWD indicates the data relates to the characteristics, limitations, and advancement of Starfleet's weapons. Since such data is vitally important to Starfleet's ability to defend the Federation, it receives this extra classification and a more intense level of scrutiny. Communications Security Information (CSI) is a similar designation which applies to data on Starfleet's communications capabilities and cryptological resources.

### Sensitive Source Information (SSI)

Sometimes intelligence reports and similar data must, by their nature, reveal their sensitive sources. Revealing contact and informant names might expose them to the enemy. Likewise, information which reveals the capabilities of Starfleet's sensors and analytical technology could provide invaluable data to a Threat species. This classification indicates that the file in question reveals facts about its sources and must be treated with the greatest caution.

Characters must have the appropriate clearance level to access classified information. Rules for obtaining security clearance can be found in the *Starfleet Intelligence Characters* chapter.

#### Roleplaying Briefings

The Narrator can use a briefing to introduce a scenario. Playing the part of the briefing agent, the Narrator can relate to the players any information he feels they need to know about the mission. This is a good time to use handouts to liven up the game: photographs of targets or potential threats, documents, sensor readings, sector or planetary maps, equipment diagrams, even a short mission summary on a PADD for reference. Starfleet Intelligence might believe this data to be correct, but it may be false or outdated.

After the briefing, players can indicate what subjects, if any, their characters wish to research before beginning the mission. If the players don't pay close attention during the briefing, they may forget some of the information the Narrator is providing—which could cause them real problems later in the scenario.

Similarly, roleplaying a debriefing can be rewarding. The Narrator plays the part of the debriefing officer and asks the players about the mission. The debriefing is the perfect way PCs can review the mission and summarize their performance. Their observations as intelligence officers might also offer new avenues for adventures. For example, during a mission to extract a Romulan defector the PCs encounter a Romulan subcommander who does not seem to enjoy his work. The debriefing officer might focus in on this man: "Did he seem genuinely unhappy? What was he unhappy about? Do you think you could turn him?" This prompts a discussion about how this could be accomplished. After a few minutes of conversation, the players have helped inspire a new operation—without the Narrator having to do much work at all. Old missions can give rise to new ones.

## Briefings And Debriefings

Information is the lifeblood of an intelligence organization. Agents are constantly receiving information from their superiors and having to provide information in return when they complete field missions.

At the beginning of each mission, a Mission Team receives a briefing concerning their objectives and the problems they might face. In some particularly sensitive cases only the Mission Team's commander is briefed, and he tells the team what it needs to know in the field. This is rare; Starfleet Intelligence

prefers to make sure all agents know a mission's full scope. SI would rather a senior agent conduct briefings in person, but must sometimes resort to encoded subspace transmission if necessary.

While briefings may seem long and overly detailed to agents seeking thrills, danger and the excitement of field work, they are crucial to a successful intelligence operation. Completing a mission and fulfilling a goal usually depends more on the agents' knowledge of what they are likely to encounter than any other factors. The briefing is the first stage of that preparation. A good SI operative pays close attention to the briefing officer and asks lots of questions.

If time allows, Starfleet Intelligence agents are also expected to follow up on briefing information before a mission begins. Research on the mission's objective, the society or planet the team will visit, and the technologies which may be used or encountered is a must. It can provide the agent with data which could mean the difference between life and death if they get into a dangerous situation.

The debriefing—the information relayed to the briefing agent or Administration officer in charge of the mission after its completion—is even more important. Agents must report how the operation went, any difficulties or obstacles which were encountered, whether the briefing information received was accurate, and, most importantly, whether the mission's objectives were accomplished.

A debriefing should include information on every useful detail in the operation. Did equipment work properly; if not, what went wrong? Did the team uncover any information or contacts which were not related to the mission but could prove useful or important? Sometimes the often irrelevant observations agents make during a mission prove to be even more important in the long run.

## Gathering Intelligence

An agent's most difficult job is gathering intelligence information. Threat species work hard to keep their secrets to themselves, and uncovering them can be tricky sometimes. Starfleet Intelligence gathers data in several ways, described in the following sections.

### SIGNALS INTELLIGENCE

Signals intelligence (SIGINT) is a broad term for information gathered from any transmission or broadcast. With so many methods of communication (including regular radios, subspace transmissions, communicators) used by Threat species, signals intelligence is a fertile data source—provided the

agent is in position to intercept or overhear such transmissions and is able to determine their significance (or turn them over to another agent who can).

Signals intelligence encompasses three different intelligence gathering techniques. The first is communications intelligence—intelligence derived from intercepted or overheard enemy transmissions. Threat fleets, agents and commanders must communicate with each other, and that gives Starfleet Intelligence a chance to listen in. Intercepting subspace transmissions is often difficult because of their speed. One of the best ways to avoid this problem is to install covert interception technology on subspace relay beacons. Unfortunately, this is often difficult on beacons deep inside Threat species territory—but it is so valuable that agents should take any reasonable opportunity to install such devices.

Even in cases where agents cannot obtain, translate, or decrypt actual messages between Threat species units, the mere fact such transmissions were sent gives Starfleet Intelligence some clues. Examining communications patterns is known as traffic analysis. Trained analysts can study the pattern, source, destination, length and regularity of transmissions to determine where a Threat species might be taking action. For example, if there is a sudden increase in the length and frequency of transmissions from Romulus to ships in a certain sector of the Neutral Zone, Starfleet Intelligence might surmise that the Romulans are engaged in some important activity there.

A traffic analyst must be careful not to be tricked. Transmissions can be "padded"—made longer through the insertion of false data so patterns are eliminated or confused. Long, frequent dummy transmissions are also used to foil traffic analysis. The agent analyzing signals traffic must be very thorough to ensure he is uncovering real traffic patterns instead of "planted" ones.

The last part of signals intelligence is electronic intelligence: intercepting and analyzing transmissions other than communications. Long-range, navigational and lateral sensors, probes, transporters and even some replicators emit electromagnetic radiation which is an open book to agents with the right training. Sensor and transporter signals can tell an analyst where an enemy is "looking," concentrating his forces or moving large amounts of materiel—and this information can be tactically or strategically invaluable in the right situation. Even knowing an enemy ship or installation is sensor jammed reveals information to Starfleet Intelligence.

## IMAGE INTELLIGENCE

Image intelligence (IMINT) is a more proactive form of intelligence gathering than signals intelligence. It involves analysis of images and other data gathered directly by Starfleet Intelligence via sensor systems, probes and patrol ships. A trained image analyst can uncover an enormous amount of useful intelligence from visual and audio images obtained. Images of a new hangar under construction at a Cardassian shipyard might indicate, for example, a major ship development project probably underway. Sensor readings showing increased activity at a particular weapons laboratory could reveal new weapons in testing trials. Electromagnetic data gathered by SIGINT may even provide additional clues about IMINT visuals.

## SENTIENT INTELLIGENCE

Sentient intelligence (SENTINT) is data gathered directly by people—spies and those in their employ. Using contacts, informants, and double agents is covered later in this chapter.

## NEWS AND COMMERCIAL ANALYSIS

Sometimes publicly available sources contain a wealth of intelligence. News broadcasts (particularly in a society with a relatively unrestricted press), commercial ship traffic, economic indicators and government-published statistics, when evaluated by a trained and knowledgeable agent, may reveal more about a Threat species than it intended to say. Discovering this information can be very rewarding, but finding it consumes vast computer and personnel resources scouring readily available data at all levels.

## DATA NETWORKS

An agent skilled at using computer systems may try tapping into a Threat species' data network and obtain useful intelligence. Penetrating some systems, including most business and commercial networks, is usually quite easy for a trained agent. But getting inside systems which have the really good data–military and government systems–can be extraordinarily difficult. In many cases it is not even possible to do so remotely, since the system's owner shields it from such attacks. Instead, the agent must infiltrate an enemy facility and access the network directly. This is one of the most dangerous missions a Starfleet Intelligence officer can undertake.

## EAVESDROPPING

Although it isn't very polite, eavesdropping is a fertile source of information for undercover agents. People involved in even the most secret projects often like to talk about their work, particularly in social situations such as restaurants, bars and parties. An agent who can identify where, for example, military officers or weapons developers like to spend free time together can gather valuable data. With or without the aid of listening devices, he can gather intelligence simply by sitting in the right place and paying attention. With a little luck, he may even be able to strike up a conversation with or befriend an unwitting intelligence source.

Clever agents often study other languages but take care to hide the fact their knowledge. People's tongues tend to wag when they think others nearby can't understand them.

# *Tradecraft: An Agent's Bag Of Tricks*

Starfleet Intelligence officers tend to learn on the job. No course can prepare them for every situation; however, they can learn a trick or two from their predecessors. It is worth remembering that old tricks aren't necessarily good ones. For example, if a particular method of escaping from enemy territory has been used before, a clever adversary might anticipate it and take steps to prevent it. Agents must constantly improvise and seek new methods. On the other hand, sometimes old, reliable ways of doing things are best. When an agent has critical information, entrusting it to a new, untested way of communicating with headquarters may not be the best idea–using a proven technique may be better. Starfleet Intelligence expects its agents to use their judgment to balance the need for innovation and originality with the requirement of reliability.

## BLENDING IN

Being inconspicuous is the key for agents to successfully blend in with their surroundings. Attracting attention is a sure way for a spy to fail, especially for undercover agents.

Blending into the background is often a matter of taking a few elementary precautions. Never wear flashy clothes; dress like the people around you. Don't set yourself apart by the way you talk; practice the native language until you can speak it flawlessly and have no foreign accent. If your eye or hair color are remarkable, change them. Don't spend a lot of money at any one time or place. Walk, don't run.

Sometimes blending in requires nothing more than a few simple props. An agent who wants to look around a warehouse or similar facility unnoticed would do well to carry a PADD (or whatever the local equivalent is). A person carrying a PADD looks official, like he belongs. An appropriate nametag or badge only heightens the illusion. As an added benefit, the agent can take all the notes he wants on the PADD without making anyone suspicious. Notes, in this or any other context, should appear to be innocent in case they are confiscated. Instead of writing about the ten ships under construction at the Cardassian shipyard, the agent might make a "personal journal" entry about the ten people he had lunch with.

## COMMUNICATING WITH HEADQUARTERS

The best intelligence in the galaxy is useless if an agent cannot get it back to the people who can use

it—his superiors. Therefore it is vital for a Mission Team or undercover agent to have a way to communicate with headquarters. More spies are caught through the careless ways they contact headquarters than any other way, so it's important to get the information back without arousing anyone's suspicions.

Obviously, standard subspace communications should be avoided whenever possible. Even if encrypted, they are easily intercepted, and their mere existence alerts the enemy there is a spy in its midst. A better method is to hide a message inside an otherwise normal or routine transmission. Undercover agents on Threat ships have communicated with Starfleet by transmitting messages on carrier waves hidden within hailing transmissions, by modulating deflector frequencies in a manner similar to ancient Morse code, or, in one famous case, by hiding a message inside a photon torpedo which was sabotaged so instead of exploding it penetrated a Starfleet ship intact.

Agents sometimes transfer data through couriers: contacts or fellow operatives whose travel patterns allow them contact with the undercover agent and headquarters (or a safe place to transmit to headquarters). Since this method involves a third party, it's not always as reliable as others. Contacts might be traitorous, or courier agents might be intercepted. For added security, undercover agents may pass sensitive information to couriers at pre-arranged dead drop points. Unless both are present simultaneously, enemy agents might discover and take the information, replacing with false data or setting an ambush for the courier.

## ESCAPING AND SMUGGLING

A good agent knows when the time has come to leave. Sometimes an agent's safety requires him to leave a mission before it is completed or while there are still valuable sources of intelligence to mine. And it's not likely a Federation starship would be nearby to transport him out. Similarly, agents often need ways to smuggle defectors, technology or similar objects out of enemy territory and back into the Federation.

An agent working undercover aboard an enemy vessel who has a "friendly" to help him may be able to use a modified photon torpedo for smuggling or escape. Though it's cramped, a person can fit inside a modified weapon casing and be fired through a torpedo launcher without suffering ill effect. This is an excellent means to send evidence or extract an agent, provided there's a Starfleet ship nearby to pick him up and a good reason for firing a photon torpedo in the first place (disguised as a probe, perhaps).

If a transporter is available, an agent may be able to program it to take him along when it is used for legitimate purposes. In effect the transporter is set up to lock onto the agent automatically and beam him out whenever some other predesignated person is beamed out. The agent's transporter signature is "hidden behind" the legitimate signature, hopefully concealing his escape.

## MISCELLANEOUS TRICKS

The energy emitted by transporters and certain types of replicators can interfere with the enemy's ability to overhear, intercept or jam a transmission. Undercover agents can, for example, modify a convenient replicator to create static which covers up a subspace burst transmission back to Starfleet Command.

Starfleet ships' universal translator systems have been programmed to use a special decryption algorithm for messages beginning with or containing certain word patterns. These programs can be changed or updated for individual missions. A completely innocent message (as far as the enemy is concerned) in another language could be separately translated and decoded to communicate important information to Starfleet.

According to some of Starfleet Intelligence's best undercover operatives, the Romulan equivalent of the Starfleet communicator can be tuned to Federation frequencies by holding it near a structural integrity field (or similar force field) and making a few minor adjustments. The communicator automatically resets itself when removed from proximity to the structural integrity field. However, Starfleet Intelligence has not yet thoroughly tested this technique.

## Friends And Enemies

The contacts and double agents working for an intelligence operative are among his most valuable assets. Such persons are indispensable sources of information and assistance. They can also be the most prone to betray the agent, so they must be handled cautiously. Enemy operatives and assassins assigned to capture or kill the SI agent must be dealt with even more carefully.

### CONTACTS AND DOUBLE AGENTS

Locating contacts (or double agents, who are similar) can be difficult. Anyone with access to potentially useful information or resources, from a lowly data maintenance specialist to a commander, can make a good contact. The best contacts are usually those whose access to data is inconspicuous or easily concealed. If a commander keeps referencing strange subjects in the library computers, someone might take note. But a technician whose job involves working with those computers all day can look up anything he wants without falling under suspicion.

A contact's quality may also depend on his motivations. One who spies for money may not be very reliable; he might take a better offer if it came along, and if captured would quickly reveal everything he knows to save his own skin. A contact who's motivated by political opinions (a desire to bring greater freedom to the Romulan Star Empire, for example) or by emotional attachment to the agent is likely to be more devoted to the job and safer to work with.

Recruiting (or "obtaining") contacts is often difficult—not everyone wishes to spy on his own government for the Federation, particularly if his government is prone to punishing captured spies by killing them. No hard and firm guidelines or instructions are available. Sometimes a prospective contact approaches the agent somehow, but it's more likely an agent must recruit on his own. In the past, getting to know potential contacts in social settings has proven the most effective. By approaching a likely contact in such a situation, you reach him when he is at ease and often willing to talk. A social acquaintance may soon reveal something–a dissatisfaction with his job or government, monetary or emotional needs—which give the agent a way to "turn" him into a contact.

The agent must evaluate how best to use each contact. Some are natural spies willing and able to take risks, and thus good at obtaining just about any sort of information. But it's more likely a contact is somewhat nervous and timid, so the agent must determine how best to use him. How he's used depends on where he's located and what he does—if you need information about something happening on Cardassia and your contact lives on Risa, he may not do you much good.

An agent must often be careful not to appear too close to a contact. If someone working in a sensitive job suddenly strikes up a friendship with a new person, enemy agents may become suspicious and begin tailing him—if they're not doing so already. It may be necessary to use dead drops (secret locations where information or messages can be left) or brush contacts (passing datachips as you pass on the street) to keep in contact without being observed.

Working with contacts and double agents presents the danger that the contact is himself a double agent for the enemy. The *Tal Shiar* and other Threat espionage agencies often run "stings" to try to discover Starfleet Intelligence agents in their space. An operative must be extremely cautious and use his well-honed judgment to avoid such traps.

## INFORMATION BROKERS

A variant of the contact is the information broker: a person, often part of a world's criminal subculture, who sells information for money. Some of them are reliable—they pride themselves on their reputation for accuracy and timeliness—but many are just trying to make a quick credit. Agents who work with information brokers need to be wary of them and take steps to verify their information independently.

Locating information brokers usually isn't too difficult, since they can't make money if they're too well-hidden. Most have regular hang-outs, including bars, clubs, market squares, front businesses, even offices. Finding a cooperative information broker also depends the desired data's usefulness and sensitive nature. Sometimes a broker even approaches a suspected agent with an offer.

Paying an information broker may cause difficulties. Few of them accept Federation credits; latinum is the more likely medium of exchange. Some ask for favors (such as getting someone released from jail) or goods (isolinear chips or biomimetic gel) instead. Starfleet Intelligence has limited funds to spare for such transactions unless the source has proven to be reliable and valuable—and, of course, the agent must fill out numerous reports and forms to justify every expenditure.

When dealing with an information broker, it is best to do so on the agent's own terms. The operative should make the broker meet him at a place of the agent's choosing, preferably one that requires some difficult or inconvenient travel on the broker's part. A tired or frustrated broker is less cautious and easier to deal with—especially if the agent arrives in plenty of time to be relaxed and composed.

## ASSASSINS

Federation and Starfleet policy strictly prohibit assassinating enemy personnel, even in time of war. Other species are not so merciful. The Romulans, Klingons and Cardassians, to name just three, actively use assassination as a political and espionage tool. And it's very likely that Starfleet Intelligence agents, if discovered, could become targets of such assassins.

Methods of assassination vary widely. Some assassins prefer blunt methods—a disruptor blast, a club to the head, a knife through the heart. These killings are easy to accomplish and send a definite message to the agent's superiors. Sometimes more subtle means are preferable, particularly when the enemy organization does not want Starfleet Intelligence to realize it was aware the agent was in fact a spy. Transporter malfunctions, runabout crashes, exotic diseases, and poisons discernible only to the most thorough autopsies are the stock in trade of the more discrete assassin.

Predicting and counteracting assassination attempts is difficult at best, but there are elementary precautions an agent can take. First, be wary of being alone with potential assassins. Stay in public places or with groups of people; that makes it harder for an assassin to do his job without being detected. (Of course, if an agent's contact has set him up to be killed, this won't help; contacts often prefer private meetings which are perfect traps for an agent targeted for extermination.) Similarly, avoid becoming too friendly with anyone who is not important to the mission. A person trying to be the agent's friend may actually be an assassin in disguise.

Second, remain alert at all times. This is exhausting and difficult. Most people live their lives ignorant of what is occurring around them. However, for an agent in enemy territory or who suspects he is an assassin's target, such disciplined observation of his surroundings is crucial. He should only relax in places he knows to be secure because he has checked them himself.

Finally, avoid routines. Assassins use routines to predict where a target will be and plan a trap. Never use the same route twice, never do the same thing at the same time every day.

## Relations With Other Organizations

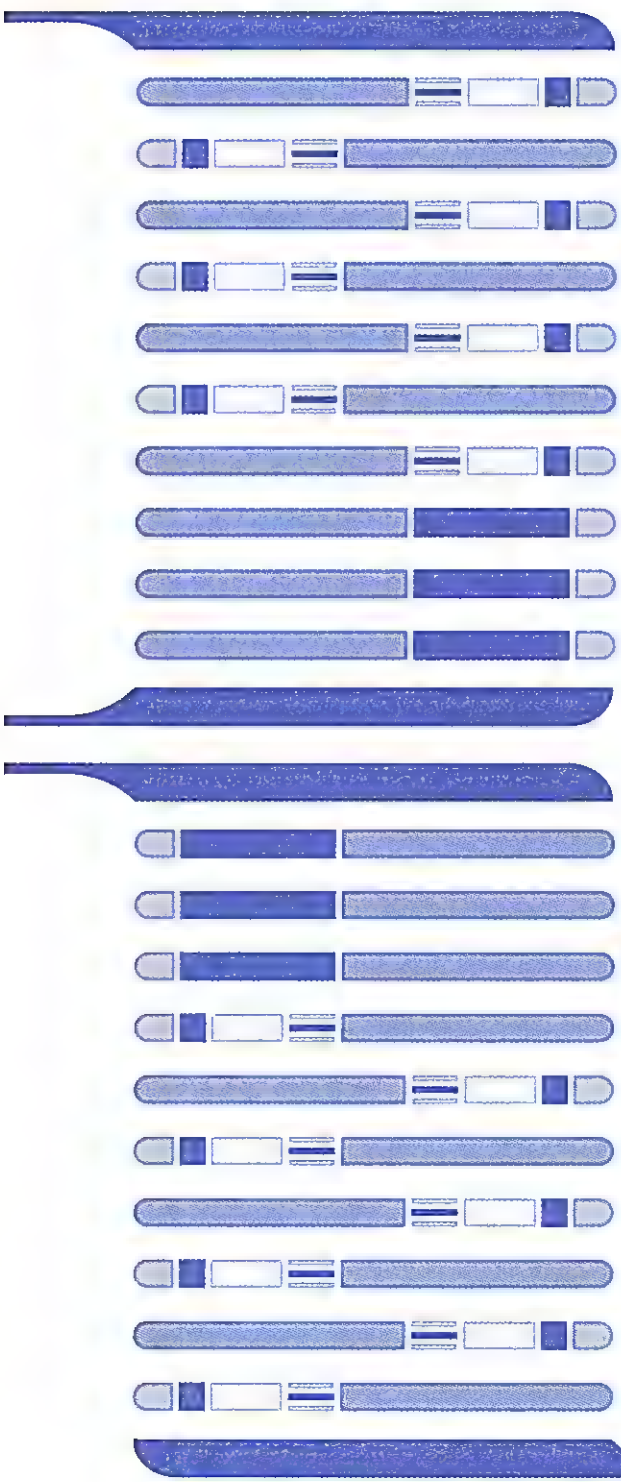
Starfleet Intelligence usually keeps to itself. It does a job which many in the Federation regard as dirty and dishonorable, so its agents often prefer not to work with other Federation personnel. Sometimes

this is unavoidable; other Federation officers often have information or skills which are valuable to espionage missions.

Starfleet Intelligence most often has to work with members of its parent organization, Starfleet. For example, it may be necessary for a starship to transport a Mission Team to the site of its operation. The captain of the ship may or may not know of the purpose of the mission (typically he is only told if it is necessary for him to know, and often it is not); the crew almost certainly knows nothing about it.

This situation often makes things difficult for the Mission Team. There are a few Starfleet officers who realize Starfleet Intelligence is performing a dangerous job which, although somewhat distasteful, is necessary for Federation security and safety. There are far more who tend to dislike anything even resembling a cloak and dagger operation. When working with the latter personnel, a Mission Team uses a cover story (if possible) to ensure smooth conduct of the mission.

# 5 Intelligence Technologies



Starfleet Intelligence uses a wide variety of specialized devices to assist its operatives. Many of these tools use technologies which are at the absolute forefront of Federation science. These advanced devices have capabilities far beyond those possessed by civilian equipment, or even by normal Starfleet technology. SI also readily adapts technologies used by the Federation's enemies. All the tools listed in this chapter are both secret and highly restricted. In many cases, ownership or use of any of these devices by anyone other than a Starfleet officer (and intelligence agent in particular) is a crime in the Federation.

Starfleet Intelligence often employs ordinary devices like tricorders, communicators or phasers disguised to resemble common objects like jewelry or articles of clothing. Using its most advanced technologies, SI is capable of creating disguised devices whose volume and mass is only 40% of the normal unit. See the *Star Trek: TNG RPG* main rulebook (pages 230-247) for information on the normal volume and mass of most common Starfleet equipment. These disguised devices are also designed to avoid sensors trying to detect their true purpose when they are not operating.

### A NOTE ON IMPLANTS

Cybernetic implants have become increasingly unpopular in the Federation since the war with the Borg Collective. A number of people in Starfleet Intelligence share the common prejudice against implants, but everyone recognizes that without them many agents simply could not carry out their missions. SI frequently uses implanted devices to aid its operatives. All SI implanted devices are specially modified so they cannot be detected by any conventional sensor scans.

Many covert agents possess bio-print and voice-print copying implants (see below) and all have implanted communicators. Other implants are significantly less common, but a number of computer security specialists possess dataports (see ***The Price of Freedom: The United Federation of Planets***). All communicators implanted in Starfleet Intelligence personnel come with special features rarely found on other units.

While SI implants cannot be revealed with normal sensors, communicator signals are relatively easy to detect. Covert operatives regularly encode and scramble their communications, but enemy detection of unauthorized transmissions is enough to compromise a mission. However, these implanted communicators can make nearly undetectable transmissions between operatives in close physical proximity (about 100 meters). While this method of transmitting information is relatively limited, it does allow agents to communicate without being detected or overheard. Although normal communicator use is easy to detect, these communicators use complex signal phasing technology which prevents the actual transmission location from being determined, as long as the unit is used for no more than five seconds at a time.

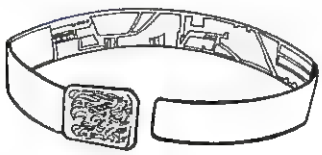
## ANTI-DETECTION SUIT

In some cases, the most important part of a covert mission is making sure no one discovers it was ever performed. Removing all traces of an operation can be extremely difficult. The sensors used by most major spacefaring civilizations are capable of detecting minute traces of cells or clothing fibers and matching these clues to a specific individual. Federation scientists developed the anti-detection suit to provide operatives with a method of performing missions which leaves none of these tell-tale traces.

This garment is made of special fibers sealed in a high-density tripolymer coating. As long as the suit is not damaged it leaves no traces for sensors to detect. However, the suit must completely cover the wearer. It includes a one-piece jumpsuit, built-in boots, removable gloves, and a hood with a face mask. The unit also comes with a rebreather unit which recycles the operative's air so no respiration residue is left behind, and a powered cooling unit to eliminate all infrared signatures.

The suit's material dampens sounds made by the user giving the user +2 to the Test Result on all Stealth tests. If the suit is torn or damaged in any way, traces of the suit and possibly the wearer can be easily detected by ordinary sensors.

**Armor:** 1 (If the armor value of the suit is exceeded, traces of it and the wearer are left behind)
**Size:** A full-body jumpsuit 2 mm thick
**Mass:** 6 kg
**Duration:** 10 hours + induction recharging



## ANTI-SENSOR BELT

Sensors are the chief obstacle to most covert missions. The sensors found on any starship or military base in the Federation or among its enemies have the capacity to monitor and record the movements of every living being within range. The answer to this problem is the anti-sensor belt. This device renders the user invisible to all normal types of sensors. While it does nothing to render the user invisible or unrecognizable to living beings, ordinary sensors, including starship sensors and all forms of tricorders, simply cannot detect the user's presence. Although the user himself is not detectable by sensors, any communicators or energy weapons used by the operative are easily noticed, since these devices project energy beyond the small radius rendered invisible by the anti-sensor belt.

Sensors specifically designed to detect anti-sensor belts have been designed, but they are unreliable and have a range no greater than three meters. Most anti-sensor belts also possess a second setting which masks the presence of any small technological devices carried by the user. This setting is designed to allow the user to smuggle in sensors, weapons and recording equipment into high security areas.

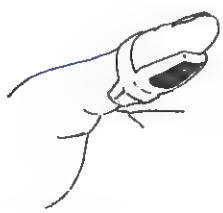
Many spies visit high security areas on seemingly legitimate business and only activate their anti-sensor belts once inside. However, all normal sensors are perfectly capable of registering someone's apparent disappearance. To avoid this problem, anti-sensor units also possess a detachable device, known as a decoy unit, designed to fool sensors into registering the user's presence in a specific location. Often the wearer appears to retire for the night, activates the anti-sensor belt and leaves the decoy unit in their bed. While the decoy does not generate an actual image of the user, and doesn't fool anyone making a visual check, it deceives all normal sensors into registering that the user is still in bed.

### ANTI-SENSOR BELT

**Size:** A belt 2 cm wide, 2 mm thick, and at least 70 cm long
**Mass:** 0.1 kg
**Duration:** 100 hours + induction recharging

### DECOY UNIT

**Size:** A disk 3 cm in diameter and 2 mm thick, often disguised as the anti-sensor belt's buckle
**Mass:** 0.01 kg
**Duration:** 100 hours



## BIOPATTERN DISK

In the Federation, as well as in Klingon, Romulan and Cardassian space, many locks and limited access devices can only be opened or activated by an authorized user's bio-print. Biopattern duplicators were created to allow intelligence operatives to copy and

reproduce other bio-print patterns. Biopattern duplicators are most commonly made in the form of a small disk which fits on the user's thumb. In some cases, this ring is disguised under a layer of synthetic plasta-flesh or is implanted beneath the thumb's epidermis. To copy another person's bio-pattern the user must touch the disk (or the user's thumb, if the disk is implanted) to the hand of the subject whose bio-pattern is to be copied. A simple, one second contact is sufficient to scan and copy the subject's bio-pattern. Shaking hands with the target is the standard methods of copying a bio-pattern. These disks can store up to 100 bio-patterns; thousands of additional bio-patterns can also be stored in any tricorder.

To use the disk to open or access a device which has a bio-print lock, the user simply touches the appropriate thumb to the device's key pad after selecting the desired bio-pattern from the disk's memory. The disk normally keeps the most recently copied pattern active, but other stored patterns can be accessed using simple voice commands. These commands can be undetectably subvocalized using the operative's implanted communicator.

**Size:** A disk 8 mm wide and 1 mm thick
**Mass:** 0.005 kg
**Duration:** 1,000 hours

## COMPUTER JAMMER

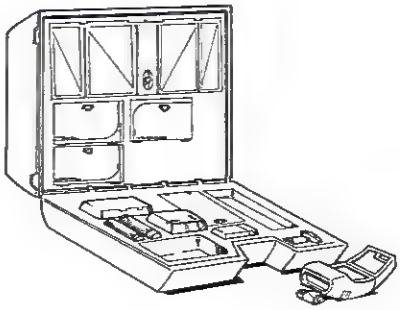
The security and surveillance systems used by all known star-faring races are highly computerized. In most cases, all systems in a starship or high security installation are run from a single central computer. Operatives with an intelligence tricorder can alter a security computer's programming, causing it to ignore their presence or register them as authorized visitors. Unfortunately this type of programming requires both great skill with computers and a minimum of several minutes of uninterrupted access. In many situations, simply rendering a computer temporarily inoperative allows an agent to safely complete a short-term assignment. If the computer is inoperative, all security sensors and alarms become temporarily inactive.

The computer jammer was designed to temporarily disable almost any computer system. Once a computer jammer is placed in direct contact with any control panel or work station, the computer becomes disabled within five seconds. The computer jammer induces an oscillating feedback loop into the computer's circuits, preventing the computer from responding to any commands or other input.

Unfortunately, most computers are quite adept at dealing with problems of this nature and can eventually reroute their circuits around the region directly affected by the jammer. Without assistance, the computer takes 2D6 x 10 minutes to locate and deactivate the jammer. If qualified engineers or programmers are attempting to bring the computer back on-line, finding and deactivating the jammer usually takes only 1D6 x 5 minutes. If the computer jammer is physically removed, the computer returns to normal operation in 10 seconds.

Using the computer jammer is considered "messy" by most SI agents. Similar in style to using energy from modified transporters or replicators to create sensor-jamming static, it shuts the computer down but alerts the opposition of suspicious activity nearby. Once activated, the computer jammer provides a strong diversion and limits the time Mission Teams have to achieve their objective.

**Size:** A disk 10 cm in diameter and 4 cm thick
**Mass:** 0.3 kg
**Duration:** 10 hours + induction recharging



## DISGUISE KIT

Covert operatives often are surgically altered to impersonate specific individuals or members of other humanoid races before they begin their assignment. Sometimes an operative needs to alter her appearance while on a mission. Since radical field surgery is not an option, the portable disguise kit was developed. This device contains a variety of isolinear chips which, when inserted into any replicator, adapt it to manufacture masks and other disguise elements made from pseudo-living plasta-flesh. It also includes a variety of substances to change skin color and texture. The unit contains the necessary data to create prosthetics to match all known humanoid races. These tools allow the user to alter his or her apparent race, gender, or even species. Since this kit does not actually change the shape of the user's own body, some conversions, such as making a Ferengi appear to be a Vulcan, are impossible.

This device also contains a medical tricorder which can make a detailed physical and biological scan of a specific individual. To better impersonate this individual, an operative can create a disguise using data from this scan combined with a bio-pattern disk and voice-print implant. However, any type of medical scan reveals the user's true species and gender.

**Size:** A briefcase 50 cm x 30 cm x 6 cm containing a medical tricorder and a dermal regenerator in addition to the actual disguise kit
**Mass:** 6 kg
**Duration:** Up to 25 disguises before the unit must be recharged and various chemicals must be replenished.

## ENERGY KNIFE

Because phaser and disruptor discharges are easily detectable by all sensors, Starfleet technicians have developed a powerful melee weapon based on phaser technology. The energy knife uses a compact force field to contain a phaser-like beam. The force field's frequency is tuned so it holds the beam's energy while allowing normal matter to pass through the field without interference. This weapon produces a shaped energy beam capable of cutting through almost any normal material. The force field also masks the beam's energy signature from detection. Sensors notice the force field, but not the energy beam, so the alarms triggered by weapon discharge in any starship or security installation do not sound. This weapon has variable power settings. The length of the field containing the beam can also be altered.

**Range:** The energy blade's length can be varied from 10-50 cm
**Size:** 15 cm long, 0.4 L in volume
**Mass:** 0.3 kg
**Duration:** 5-20 minutes, depending on usage (see chart) + induction recharging

**ENERGY KNIFE VARIABLE SETTINGS**

| Setting | Damage | Duration | Notes |
|---|---|---|---|
| 1 Low | 6 | 20 minutes | Cuts a 1 m hole in 10 cm of steel in 3 minutes |
| 2 Medium | 10 | 10 minutes | Cuts a 1 m hole in 10 cm of steel or rock in 30 seconds |
| 3 High | 20 | 5 minutes | Cuts a 1 m hole in a duranium bulkhead in 5 minutes |

## INTELLIGENCE TRICORDER

This device, commonly known as a "spycorder," is a specialized tricorder designed for intelligence applications. This unit possesses all the capabilities of an ordinary tricorder (*Star Trek: TNG RPG* main rulebook page 235). It also contains several specialized features useful for intelligence work.

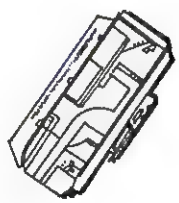
Intelligence tricorders can identify and track individuals using their unique biochemical signature. These sensors operate at a range up to 25 meters. Individuals can be tracked as long as their trail is no more than several hours old. Intelligence tricorders also employ specialized software to help agents bypass most common computer authorization codes. The unit gives provides a +1 Test Result bonus to all attempts to "hack" into an unauthorized computer. This same software also gives a +1 Test Result bonus for all attempts to control or deactivate electronic locks and other security systems.

This tricorder has a small detachable sensor unit similar to the ones found on medical and engineering tricorders. This sensor can detect alterations in a subject's biochemistry produced by drugs or injury. The unit can analyze the biochemical traces left behind by someone to determine whether they were injured or subjected to specific drugs. If the subject is physically present, this sensor can detect the minute changes different emotions produce in his biochemistry. An operative can detect the general emotional state of anyone within 5 meters, using the tricorder as a lie detector. This is best done in isolated areas; the more people nearby, the less-accurate the emotional reading becomes. The detachable sensor unit functions normally as long as it is within 10 meters of the main unit.

These tricorders are significantly reduced in size and can easily fit into a pocket. They are often disguised as other objects: items of clothing, personal belongings, even official-looking PADDs. The detachable sensor unit is often disguised as a ring or some similar small item.

When the detachable sensor is being used purely as a lie detector, it can vibrate or flash a concealed light to indicate if the subject is lying. For more detailed information the user must access the main unit.

**Size:** Variable; the tricorder is often a box 9 cm x 6.5 cm x 2 cm, the detachable sensor is 3cm x 1.2cm x 1.2cm and can be built into a large ring
**Mass:** 0.2 kg
**Duration:** 1,000 hours + induction recharging



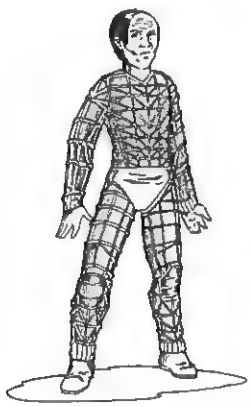
## MEMORY IMPLANTS

Intelligence operatives must rely on many unusual technologies. One of the most demanding is memory implantation and erasure. Publicly these procedures

raise important legal and ethical issues Starfleet Intelligence would rather not explore, so such operations are performed under great secrecy and for only the most dire missions.

Highly trained Starfleet physicians can erase and implant most memories with a moderate degree of precision. Memory alteration procedures can erase the memories of enemy agents who possess compromising information but are too important to imprison. They can cover memories of civilians who have witnessed incidents which might put both their own lives and the Federation's safety in jeopardy. Starfleet Intelligence doctors can also implant false memories into Starfleet agents, greatly aiding an agent in impersonating someone else. If the procedure also suppresses the operative's original memories to some degree, these memories help fool the telepathic scans employed by most highly paranoid criminals and by many repressive regimes.

Sometimes an operative's true memories are so suppressed that they only appear at certain times of day or when certain phrases are spoken or read. In the most extreme cases, an agent's incriminating memories are recorded and a false set of memories implanted instead. The operative's actual memories are returned when the assignment is completed. Missions which require an operative to experience major memory modification are considered high-risk and are only given to volunteers. Memories can only be implanted or erased at a medical facility comparable to a full starship sickbay.



## MNEMONIC CLOTHING

Developed less than a year ago, mnemonic clothing consists of a complex sensor web and Tholian molybdenum threads worked into the fabric of the garment. This device alters the fabric's color, shape, cut and material to mimic almost any garment programmed into its memory banks. Creating a new garment takes approximately 15 seconds, as the fabric's threads assume the programmed characteristics; the wearer's clothing literally shifts to assume the new costume. The user must remain stationary while the garment creates a new suit of clothing. Mnemonic clothing contains the patterns for several hundred garments, stored in a miniature control device sewn into the lining. To change clothing, the agent need only touch the tiny control panel. These garment patterns include a variety of uniforms from all major species, a wide range of casual and fancy dress clothing, survival gear, body armor, and heavy-duty cold weather gear. In less than a minute the user can transform fancy party clothing into a camouflaged jumpsuit or body armor.

Many operatives find the ability to change clothing at a moment's notice can greatly increase the odds of escaping pursuit. Also, the ability to imitate any common uniform allows the user to impersonate a member of almost any profession. Most operatives still regard these units as somewhat experimental, but they are rapidly gaining popularity. While Federation scientists are aware this device would also have numerous civilian applications, its sheer complexity has so far made mass production of mnemonic clothing impractical.

It can only create garments which have a mass of up to 5 kg. Mnemonic clothing is not capable of creating extremely complex garments like environment suits, anti-detection suits, diving gear or flight vests. It cannot create armor with a protective value of more than 2 (no more than the damage caused by a small knife or moderate-sized club).

The device is relatively fragile. If mnemonic clothing receives more than 3 points of damage, not counting damage stopped by armor, the unit cannot generate new clothing until it is repaired. If the unit fails there is also a 1 in 6 chance the present garment created by the device may disintegrate.

**Size:** a standard set of clothing, similar in size to a standard Starfleet uniform
**Mass:** 2 kg
**Duration:** The unit may make 15 transformtions before it needs recharging

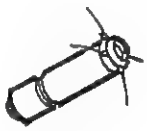
## NEURAL RECORDER

One of the most effective methods of gathering data is to use another humanoid's senses. A neural recorder actually records all the sensory information obtained by a living being while it is worn. Some operatives use neural recorders to make a full record of their missions. Neural recorders are more often placed on or even implanted in unknowing subjects. The agent later recovers the neural recorder for a detailed and exact record of everything the subject saw, heard, touched, tasted, and smelled while wearing the device. A neural recorder can only hold up to 100 hours of experiences, but they can be downloaded into an ordinary PADD or tricorder which can hold up to 1,000 hours of such recordings.

Neural recordings can be replayed using a tricorder, PADD, or computer, and all relevant sights and sounds can be examined in detail. This replaying takes place at fifty times the rate they were recorded. Experiencing the full 100 hours would only require two hours. Replaying the recording in this fashion allows the individual viewing these sensory impressions to experience all the sensations perceived by the person who wore the recorder.

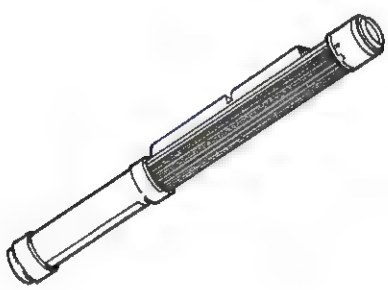
Civilian use of neural recording technology is highly illegal in the Federation, and is reserved for intelligence use only. Even officers within SI have questions about this technology, though few can argue its usefulness. Recently, Starfleet Medical has proposed using the technology for diagnostic purposes, particularly in the area of psychology and mental illness, though the plan remains under review. The dangers inherent in using this technology for voyeuristic entertainment, such as "viewing" another person's experiences, encourages the Federation to keep close tabs on its use. Cavalier use of neural recorders is strongly discouraged. Unfortunately, recent reports out of Romulus indicate the *Tal Shiar* are not similarly restrained.

When used for intelligence work, such recordings can provide access codes and other detailed information which would be nearly impossible to obtain by any other means. These units are often unknowingly implanted under the subject's skin using a special applicator which seals the implantation entry with a dermal regenerator. The unit can be easily retrieved using the same small applicator. In most cases neural recorders are placed behind the subject's ear or near the base of the skull. These neural recorders are carefully shielded so they can only be detected by a detailed medical scan.



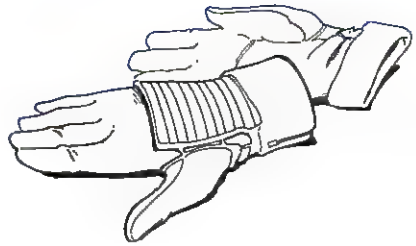
### Neural Recorder

**Size:** A small cylinder 3 mm long and 1 mm in diameter
**Mass:** 0.01 kg
**Duration:** 100 hours



### Neural Recorder Applicator

**Size:** A pen-like rod 12 cm long and 6 mm in diameter
**Mass:** 0.1 kg
**Duration:** The unit contains 6 neural recorders and can implant and retrieve them as often as desired



## STUN GLOVES

Every starship and building with even a moderate level of security has sensors to detect and pinpoint any discharge from a phaser, disruptor or other energy weapon. When covert operatives need to incapacitate a guard, they are often left with unarmed combat and small melee weapons like knives as their only options. Starfleet Intelligence has developed a weapon which circumvents these security precautions.

Stun gloves can be disguised as any pair of protective or decorative gloves. The inner lining contains integrated phased circuitry, a power module, and insulation to protect the wearer. This weapon delivers a low-level phaser blast to a target the wearer touches. It can be set for light, medium or heavy stun (settings 1-3). See information on phasers in the *Star Trek: TNG RPG* rulebook (pages 234-237) for more details. A stun glove discharge is almost totally silent and produces energy emissions too diffuse to be pinpointed or tracked. The user must actually touch the subject with the gloves to activate the stun effect. A casual touch may be used to subdue an unresisting guard, but hitting someone who is fighting back requires a successful attack using the Unarmed Combat skill.

**Settings:** 1-3
**Range:** Touch
**Size:** A pair of ordinary gloves
**Mass:** 0.02 kg
**Energy:** 40 charges

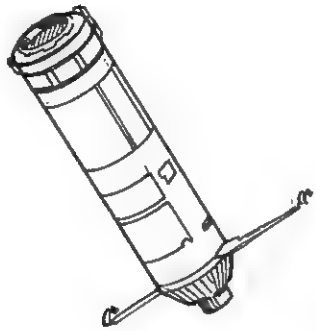
## SURVEILLANCE DEVICES

Commonly known as "bugs," these devices have been used in intelligence work for hundreds of years. Some surveillance devices merely track a person or object's location, others record or broadcast audio and video information about events in their vicinity. Regardless of their individual capabilities, these units are used in similar ways.

Avoiding detection is the most important aspect of such a device. Tracking and listening bugs merely need to be placed somewhere inconspicuous. Both kinds can even be implanted under the skin of an unknowing subject. Video bugs are equipped with wide angle lenses and light amplification hardware, but they must still be placed where they

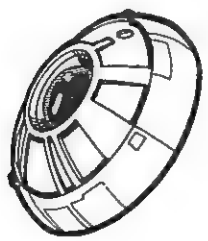
can easily view the desired area. All bugs can continuously transmit information they receive or record it and relay this data in a high speed burst at certain predetermined intervals or when they receive a special signal. Bugs which transmit continuously are much easier to detect, since those sending data in bursts can normally only be noticed during the brief transmission period.

Surveillance devices have a range of 10 kilometers when broadcasting to ordinary tricorders or communicators. Starship communicators are capable of receiving these signals from a distance up to 40,000 km. Most effective bugs do not broadcast at all, but simply record information. To obtain these recordings, operatives must physically retrieve these bugs.



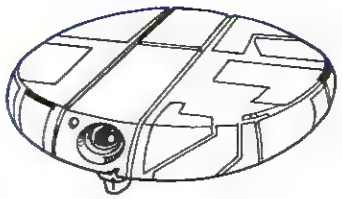
## AUDIO AND TRACKING BUGS

**Size:** A small cylinder 3 mm long and 1 mm in diameter
**Mass:** Negligible
**Duration:** 200 hours continuous operation, or 100 hours recorded and relayed in no more than 4 burst transmissions



## VIDEO BUGS

**Size:** A domed disk 5 mm in diameter and 1.5 mm thick
**Mass:** Negligible
**Duration:** 50 hours continuous operation, or 25 hours recorded and relayed in no more than 2 burst transmissions



## TRACKING DRONE

Following suspects is a major part of many intelligence operations. Agents often plant bugs or shadow their subjects, but sometimes employ other methods. Tracking drones can tail a target, providing sensory information about their activities. These drones also follow agents on solo missions, providing both discrete backup and information on the operative's location and condition.

These drones contain a small antigravity propulsion unit which propels them up to 150 kph in a standard atmosphere and up to 1.5 Gs in vacuum. They are equipped with two-way audio-visual communicators with a range equal to a combadge. This communicator lets users monitor everything occurring in the drone's presence. Remote drones also contain sensors allowing them to make short-range scans equivalent to those performed by a Starfleet tricorder. They also possess specialized sensors to detect an individual's unique biochemical signature at a range of up to 25 meters. As long as the subject is not physically isolated (wearing an environment suit, for instance), the drone can track the target by its biochemical signature. These devices can follow individuals, using this signature, as long as the trail is no more than several hours old. Tracking drones can also recognize specific individuals using a variety of other sensors, including visual recognition routines.

This device also contains miniature holographic equipment capable of both masking the drone's appearance and projecting a holographic image up to humanoid size to any point within four meters. Anti-sensor equipment masks the drone's basic energy signature from all long-range scans, but not from focused, short-range scans. Finally, all tracking drones contain a weapon equivalent to a Type I phaser. This phaser is capable of firing on both lethal and non-lethal setting, but by Federation law it may only use the three stun settings when operating independently. This phaser can also be set to produce an overload explosion, providing an extremely useful distraction at the drone's expense.

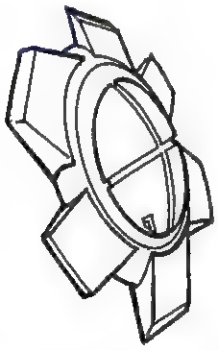
Remote drones can be controlled by a PADD or tricorder at a range up to 100 km, or from a starship at a range up to 40,000 km. All drones contain an internal computer with capabilities similar the computer inside a tricorder. This computer can operate the drone indendently.

### Tracking Drone

**Size:** A smooth-edged disk 9 cm in diameter and 2.5 cm thick
**Mass:** 0.07 kg
**Duration:** 100 hours + induction recharging

### Integrated Type I Phaser

**Settings:** 1-8
**Range:** 5/10/25/30
**Energy:** 70 charges



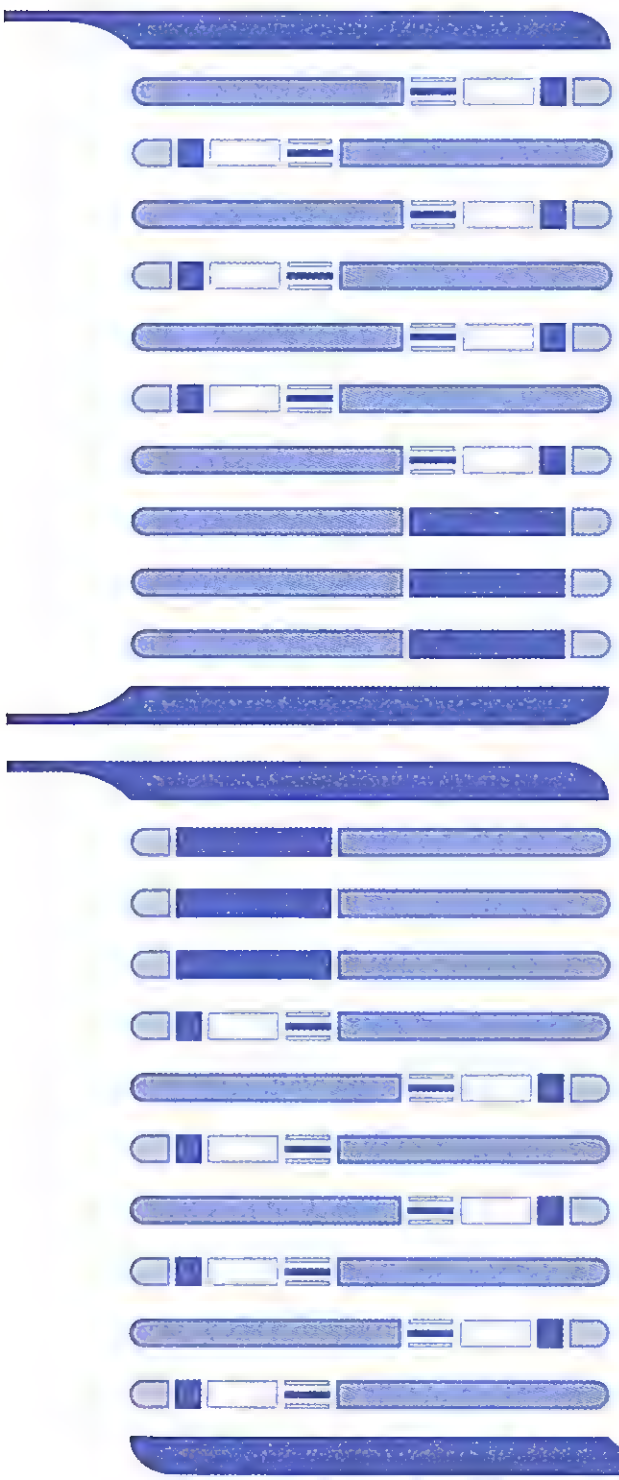
## VOICE-PRINT IMPLANT

Voice-prints are the primary alternative to bio-prints. Accessing starship command protocols and similar high security devices sometimes requires both bio-prints and voice-prints. The ability to easily copy and reproduce someone's voice is essential to many intelligence operations. Starfleet designed a special implant based on technology used in the subcutaneous translator implant employed by Federation anthropologists and first contact specialists. This device is implanted next to the agent's voice box. To copy a voice pattern the user must be within 5 meters of the subject. Access to recorded conversations or a voice transmitted over communicators is less precise and may not always be sufficient.

The operative must hear at least 5 minutes of conversation from the subject. At the end of this time, the agent may reproduce any phrase in the subject's voice. This artificial voice is precise enough to fool almost any voice-print activated lock. The unit can store up to 100 separate prints. The user can select which voice-print to use with simple subvocalized commands. Although this implant can help bypass most voice-print locks, it only fools the subject's close friends if the agent studies the subject's mannerisms and habits of speech. This device also includes an integrated universal translator to easily reproduce voice-prints in alien languages. These implants also contain a communicator with the same range and capabilities as a Starfleet combadge, along with the enhancements added to all communicators implanted in intelligence operatives.

**Size:** A disk 8 mm wide and1 mm thick
**Mass:** 0.005 kg
**Duration:** 1,000 hours

# Other Intelligence Agencies



Starfleet Intelligence does not operate in a vacuum. Its agents are often dispatched to resolve situations compromising Federation security from a variety of adversaries. SI Administration tracks these threats and notes any increase in dangerous activity. The more agents know about these adversaries—their military strength, technology, covert operations and counterintelligence methods—the better their chances to conduct successful missions.

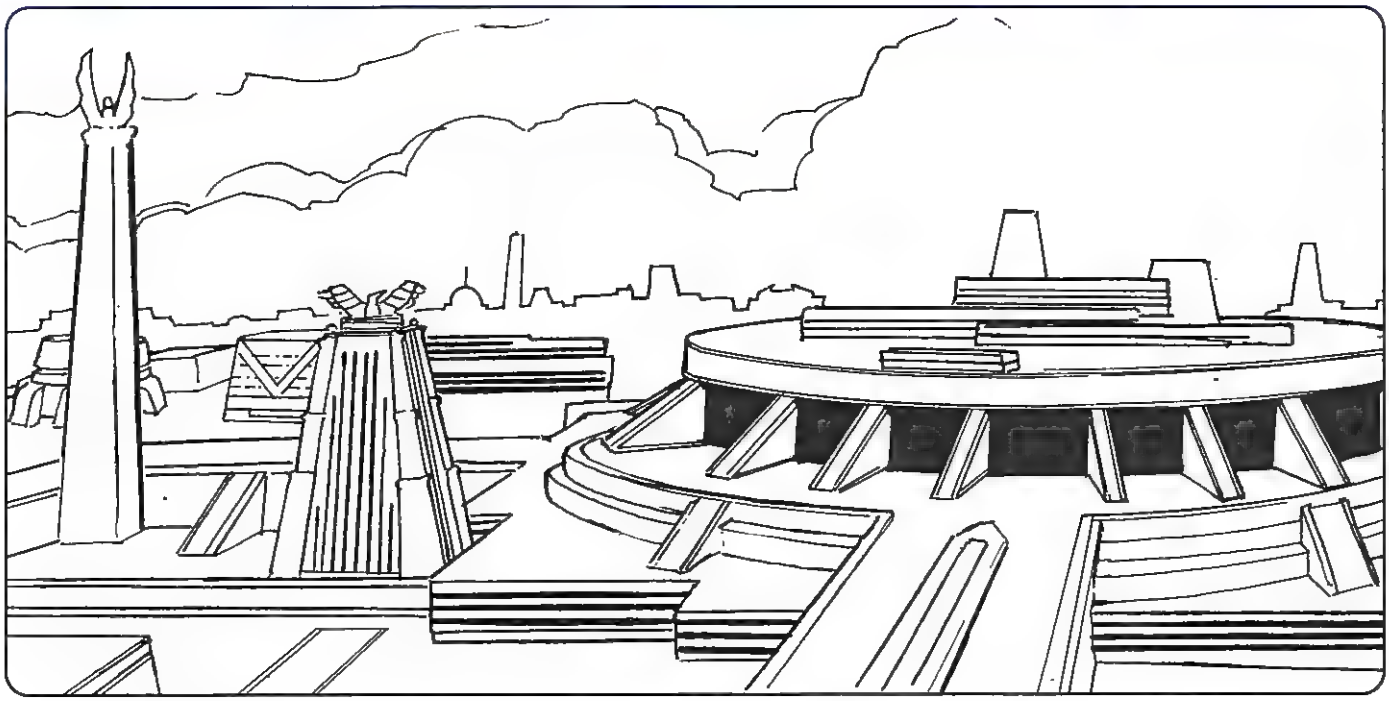
SI must maintain security throughout the entire Federation, protecting it from threats both without and within its territory. Starfleet Intelligence also cooperates at times with allied security organizations, sharing and confirming data, pooling resources, and occasionally monitoring their activities. The Federation does not spy on its allies, but SI carefully guards against seditious and rebellious forces within their intelligence communities.

SI operatives should familiarize themselves with other intelligence agencies they might encounter, either as allies or enemies. The following briefs present what Starfleet Intelligence knows or believes about its adversaries and allies.

## The Romulans

Starfleet Intelligence feels confident there is no greater ongoing threat to Federation security than the Romulan Empire (excepting the Borg, who are an intermittent but even greater threat). The Romulan Empire borders Federation space and has a demonstrated history of hostile activity. Their technology is among the most advanced in the Alpha Quadrant and their fleet among the largest and best trained. The real or imagined threat of a full-scale Romulan invasion lurks in the back of every Starfleet officer's mind. As a result, a significant portion of the annual Starfleet Intelligence budget goes to funding Romulan-oriented intelligence programs, more than any other SI division. Not surprisingly, working the Romulan desk is seen as one of the most prestigious assignments within Starfleet Intelligence. Only the best and the brightest are assigned to Romulan intelligence work. Those who succeed are guaranteed a fast track to promotion.

Starfleet Intelligence runs every manner of intelligence-gathering operation against the Romulans. Powerful sensor arrays along the Neutral Zone constantly scan Romulus and other interesting areas in Romulan space. These sensors provide a tremendous amount of data for SI analysts to sift through on a daily basis. Much of SI's Romulan budget goes to maintaining the personnel and equipment needed to process this torrent of data. Starfleet sensor arrays can recognize individual shuttles in orbit around Romulus and even identify a specific person on the planet's surface. This allows Starfleet to keep tabs on most of the Romulan fleet and monitor movements of cargo, supplies and personnel that might indicate invasion preparations. Access to such information is strictly controlled for fear the Romulans could realize Starfleet spy sensors' true capabilities.



Unfortunately, there is some evidence the Romulans are already aware of Starfleet's sensor strength. In the past few years more and more Romulan military movements have taken place within blind spots where Federation sensors cannot reach: when planetary bodies temporarily block sensors or activity occurs within nebulae. Some analysts believe a mole provides the Romulans with information about when and where the sensor arrays are operating, and are adjusting their activities accordingly.

Fortunately Starfleet Intelligence does not rely solely on technological innovations for its data. An emplaced operative can provide much more accurate and timely information about the Romulans than a score of sensor arrays. Without agents infiltrated within Romulan space, Starfleet Intelligence would have a hard time successfully monitoring enemy activities. Running an operation in Romulan-controlled space is quite dangerous; an alarming number of SI operatives do not return from such missions. The attrition rate is sometimes as high as twelve percent, a figure normally unacceptable by Starfleet standards but deemed a necessary sacrifice of dealing with the potential Romulan threat.

Operatives stationed on Romulus and on other Romulan planets exclusively carry out intelligence gathering operations. SI personnel do not engage in acts of sabotage, attempts to directly undermine the Romulan government or political acts of any kind. The number of agents active at any given time is usually less than fifty but has been much higher in times of crisis. SI always surgically alters its operatives to look like Romulans and trains them for months in Romulan culture and language.

Starfleet's primary interest in Romulus consists of political and military activities. Fleet movements, information on new weapon systems and the political situation within the Romulan Senate are all very important and difficult to discover through electronic surveillance. SI operatives in Romulan space conduct little direct data gathering themselves, since this risks unnecessary exposure. Instead SI operatives recruit and bribe Romulans into providing them with information.

SI agents in Romulan space spend most of their time monitoring local transmissions and meeting with their paid contacts. Informants are usually members of disaffected political factions and individuals who have fallen on hard times and are looking for either quick cash or a way to take revenge on the Romulan government. Many of these informants are also members of the burgeoning Romulan resistance. SI agents are always careful when dealing with the resistance since they know the *Tal Shiar* pays a lot of attention to anyone who even casually speaks with a suspected resistance member.

The *Tal Shiar* is the infamous intelligence arm of the Romulan government, well known throughout the Alpha Quadrant as one of the most ruthless and efficient secret police forces in existence. Masters of counterintelligence, the *Tal Shiar* has successfully foiled scores of SI operations in Romulan space. They are quite brutal and do not hesitate to kill based solely on the suspicion that the target is a traitor to the Romulan Star Empire. Although SI has managed to buy off government and even military officials in other branches of the Romulan government, it has had little success infiltrating the *Tal Shiar*.

On the other hand, the *Tal Shiar* seems to have some degree of success infiltrating Starfleet Intelligence. SI internal security has long suspected a Romulan mole within SI, perhaps more than one. The first indicator was the growing frequency with which the Romulans have recently been avoiding the Federation sensor arrays along the Neutral Zone. More recently SI operatives have disappeared in

alarming numbers, with whole networks of Romulan informants vanishing overnight. Rumors have circulated throughout SI that there must be a mole in the Romulan branch, but as yet no one has been charged or even mentioned as a likely suspect.

Starfleet Intelligence has had counterintelligence successes against the Romulans. While the *Tal Shiar* is a formidable foe, its methods tend to be extremely subtle and indirect. They buy, threaten, or trick informants to get as much information as possible as quickly as possible and then dispose of their tools once they are no longer useful. They concoct elaborate plans which may take years to achieve fruition. *Tal Shiar* agents have been known to work undercover for decades, as they slowly move closer to their objective.

## The Klingons

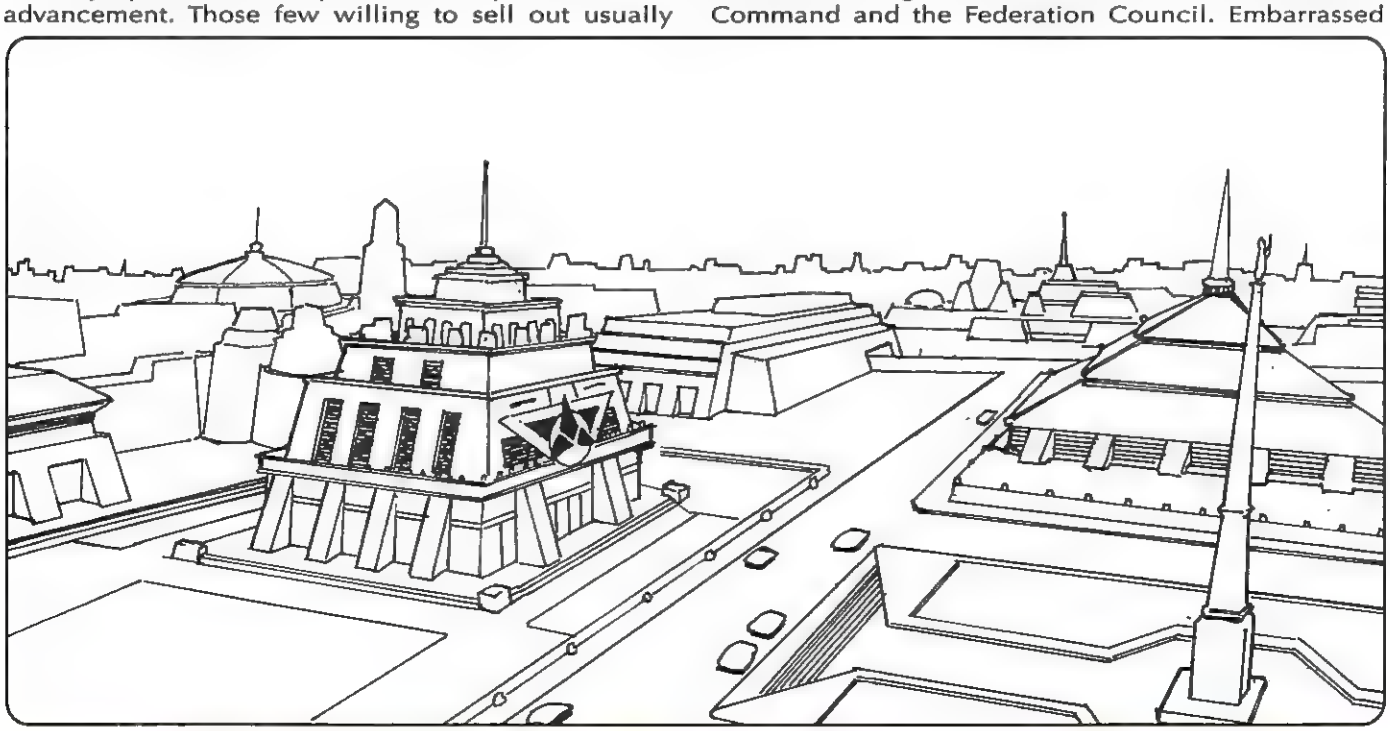
There was a time not too long ago when Starfleet Intelligence focused almost all its attentions on the Klingons. Before the alliance the Klingons represented such an imminent threat that Starfleet Intelligence considered themselves engaged in a cold war with the Empire. The formation of an alliance between the Federation and the Klingon Empire came as a vast relief to SI. Running intelligence operations in Klingon space was SI's most difficult assignment. Klingon society proved to be a more formidable form of counterintelligence than either the *Tal Shiar* or the Obsidian Order.

Highly competitive, fiercely loyal, and bound by an iron-clad code of honor, Klingons willing to betray their people are rare. Finding a Klingon who is willing to do so on a regular basis is nearly unimaginable. While they may fight among themselves, few Klingons would jeopardize the Empire for money or their own advancement. Those few willing to sell out usually have no real information or demand too much in return (like Federation support in a bid for leadership of the Klingon High Council).

To make matters worse, it proved nearly impossible to find agents willing and able to impersonate Klingons for long durations, a fact which made forming reliable spy networks in Klingon space much more difficult. It is tough for a non-Klingon to live life as a Klingon without being discovered—blood wine and endless brawls take their toll. Most agents could not fathom the complexities of Klingon society, and were captured as a result of some social faux pas (such as speaking too softly or hitting a Klingon incorrectly). During the decades SI ran operations against the Klingons it only managed to establish a few small spy networks, nothing like what they have managed to build in Romulan and Cardassian space. When the need for such activities disappeared, Starfleet Intelligence was more than eager to agree to end operations in Klingon space.

This was later discovered to be a mistake. The Federation charter prohibits member races from spying on one another, and Starfleet was legally bound to withdraw its operatives. Unfortunately, Starfleet Intelligence's withdrawal from Klingon-oriented operations was too far-reaching. Allocations for Klingon intelligence were slashed dramatically, agents and analysts were reassigned, and the Klingons were taken at their word. For the first few years after the alliance, SI took steps to ensure the Klingons were complying with the accords. Since they were, SI eventually lost interest.

Years later in 2366, Starfleet Intelligence was totally caught off guard when the Klingon Civil War erupted. The bloody conflict threatened to disrupt the alliance and could have resulted in renewed hostilities between the Federation and the Klingon Empire. SI received a great deal of criticism from Starfleet Command and the Federation Council. Embarrassed



at their failure to predict the civil war, SI renewed its efforts to gather reliable intelligence on activities within the Klingon Empire.

Today Starfleet Intelligence still refrains from running actual operations within Klingon territory. Instead it has markedly increased the number of analysts assigned to monitoring internal affairs within the Klingon Empire. SI operatives call upon a number of individuals like traders, tourists and diplomats for information. Starfleet Intelligence's Klingon branch is now growing steadily larger as more contacts within the Empire become available. Klingons may not willingly betray their Empire, but they often let things spill over a barrel of blood wine. SI's field agents are usually attached to diplomatic missions. They simply keep their eyes and ears open and report any discoveries to Starfleet.

The Klingons themselves have a limited intelligence program. Spying is not an honorable pursuit in Klingon society and is publicly viewed as cowardly work. Their most notable espionage attempt involved a conflict with the Federation over Sherman's Planet. The Klingons disguised one of their own as a human, and inserted him into the staff of the Federation bureaucrat in charge of a development project for Sherman's Planet. His poisoning of the quadrotriticale bound for the planet was eventually discovered. Afterwards, as a result, the Klingons all but abandoned espionage in favor of direct actions. The Klingons maintain a limited counterintelligence operation directed at the Romulans, though this takes the form of satellite intelligence, encryption of military data and arrests of suspected alien spies. Believing that so few of their own kind would betray the empire, the Klingons do not focus on domestic threats to their security. However, the Klingons know having accurate information about the enemy is the key to success in any battle. Despite their reputation for thoughtlessly charging into the fray, successful Klingon generals spend time and resources gathering intelligence. To do any less would be neglecting their duties to the Empire.

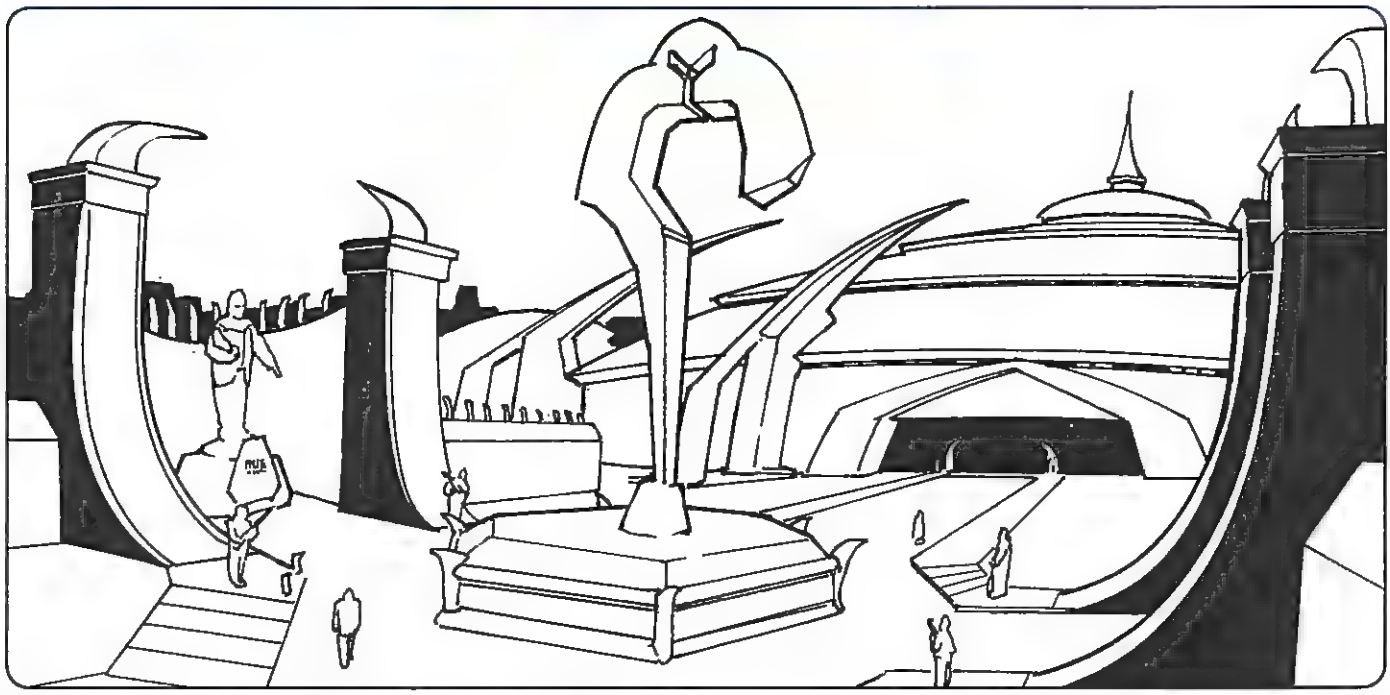
Klingon intelligence is not a separate agency but rather a task given to specific warriors. The council leader or a general often assigns a subordinate the task of uncovering all available data on a given subject. The officer chosen for this task swears on his life to complete it and then assembles a team to complete his mission. Often these are simple operations requiring only a few days or weeks to undertake. After that the officer returns to his normal military duties. There is no dishonor attached to such assignments since the Klingons performing them do not think of themselves as spies, but as forward observers and information gatherers. The fact that their actions resemble those of a spy is irrelevant.

While the average Klingon intelligence mission may last no more than a few weeks, some stretch on for years. Prior to its alliance with the Federation, the Klingon Empire ordered one of its leading generals to discover all he could about the Federation's military might. General Gorlish took the assignment very seriously. He implemented a program which recruited Klingon warriors, trained them for espionage and analysis work, and essentially created an intelligence organization. Although still officially categorized as a military unit, its members were in fact spies and conducted espionage operations for more than a decade. Then, when Gorlish decided his mission was complete, he disbanded his operation and made his final report. This is a perfect example of the importance of honorable appearances in Klingon culture.

## The Cardassians

While the Romulans may be the oldest and most pressing threat to the Federation, the Cardassian Union is vying for the title. The recent war with the Cardassians began with the massacre of hundreds of Federation citizens on Setlik III in 2347. A long and bloody conflict followed that did not officially end until 2367. Tensions between the two governments remain high, and the possibility of a new war always lurks somewhere on the horizon. Starfleet Intelligence dropped the ball at Setlik III and has been working hard to make sure the Cardassians do not catch the Federation off guard again.

As with the Romulans, the Starfleet does not want to incite the wrath of the Cardassian government. Starfleet Intelligence does not carry out any acts of sabotage or encourage internal discord within the Cardassian Union. Its primary function is gathering



reliable data on the Cardassians, with the highest priority on fleet movements, military activities and new weapons systems. SI also likes to stay current on what is actually going on in the Cardassian government, instead of relying on government-controlled media outlets. As with the Romulans, most of this information comes from long-range sensor arrays located along the borders of Cardassian space.

Starfleet Intelligence has little luck placing operatives within Cardassian space. Although Cardassian society is not as difficult to blend into as Klingon culture, the Cardassian counterintelligence network has a very high success rate. Those agents in place are among SI's most prized assets. Access to their reports is strictly guarded with a Sensitive Source Information (SSI) security designation. Only a handful of SI officers know these agents' true identities and locations. Disguised to look like Cardassians, some SI agents have even managed to work their way into the ranks of the Cardassian military. Still, no one has managed to infiltrate the dreaded Obsidian Order.

The Obsidian Order presents Starfleet Intelligence with its greatest challenge. SI's Cardassian bureau constantly sends requests for greater resources and more personnel to use against the Obsidian Order, and Starfleet Command has responded as best it can. At its current growth rate, the Cardassian bureau could soon surpass the Romulan desk in terms of funding and manpower. Although the Cardassians may not be the military threat the Romulans are, the Obsidian Order is so adept at its job that it requires massive SI efforts just to keep it in check.

In many ways the Obsidian Order is the antithesis of Starfleet Intelligence. The Order revels in complicated plots, dirty tricks, murder, theft and terrorism. Agents of the Order are the most feared and respected members of Cardassian society. There is little effective oversight by the Cardassian government, and the Order has become quite adept at hiding its true activities from the general population. The Obsidian Order favors intricate plans and operations, full of feints, deceptions and misleading actions which blind the enemy to the true goal.

The Order is unsurpassed in counterintelligence. While the *Tal Shiar* has considerable success rooting out SI operatives and killing them, the Order is more devious. When the Order discovers an agent in Cardassian space, it first makes sure the agent no longer has access to accurate information. Then it uses the operative to feed false data to Starfleet Intelligence. Meanwhile the Order sets up a series of events in the agent's life that increase stress and insecurity: fake messages from home describing the death of a loved one; apparent betrayals by SI; incriminating pictures of the agent in inappropriate situations. When the operative reaches the breaking point, the Cardassians abduct him for the final conversion into an effective double agent. The Cardassians have shown themselves quite skilled at turning SI officers against the Federation.

These Obsidian Order double agents eventually return to the Federation and become spies for the Cardassians. Starfleet Intelligence only recently learned the Order was inserting so many double agents and has reevaluated all its data on Cardassia obtained over the last twenty years. One of these agents, a human named Rosalynn Kaufman, rose to the rank of lieutenant commander in SI and had access to the details of the entire SI network on Cardassia. When SI discovered her duplicity it took steps to rescue all its agents from Cardassian space, but only a handful made it out alive.

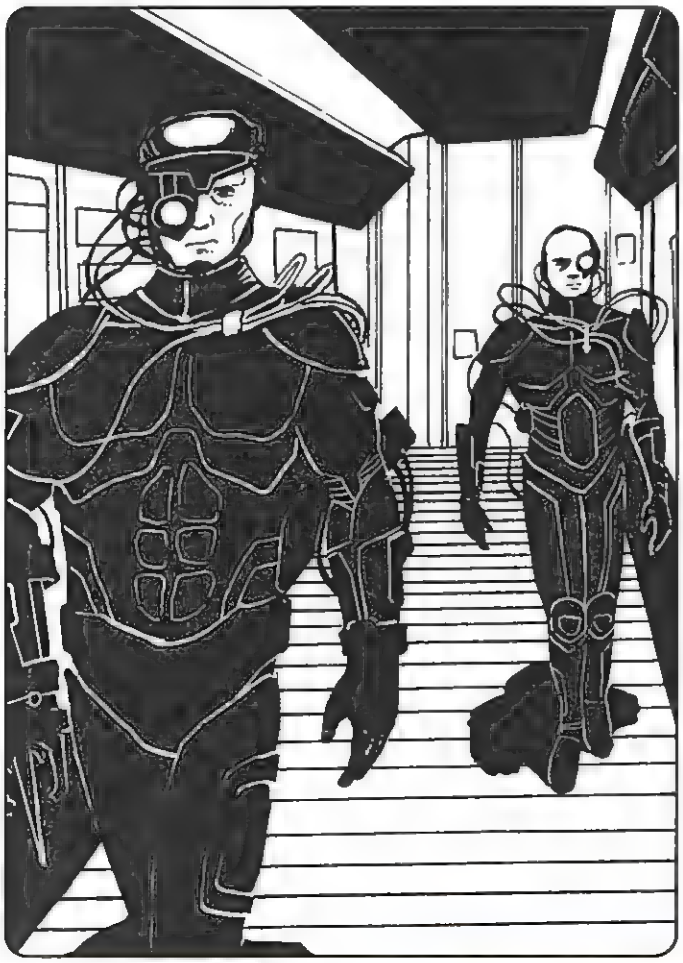
As much as the Obsidian Order likes turning Starfleet agents against their masters, they rely on their own operatives for most of their intelligence. Agents of the Obsidian Order have been discovered throughout the Federation in all levels of society. Starfleet Intelligence assumes that for every

Cardassian operative caught, several others have slipped away. A recent lucky break allowed SI to round up a number of Cardassian agents in one fell swoop. Subsequent questioning has revealed a great deal about the Order's internal operations, and SI hopes to use the information to better resist covert Cardassian infiltration. Some skeptics in Starfleet Intelligence maintain that none of the information can be trusted since the Order itself may have arranged the entire event in an effort to mislead SI.

In a strange twist of fate, the Obsidian Order and Starfleet Intelligence have recently begun working together in order to combat the Maquis, a terrorist organization of rebel Starfleet officers and Federation citizens that fights against the Cardassians. Both Starfleet and the Cardassian Union oppose the Maquis. They are quickly learning that they must learn to trust one another if they are going to quell this threat to interstellar security. SI is keeping a close eye on the Cardassians during these cooperative efforts, knowing the Order would take any opportunity to use the situation to their advantage.

## The Borg

The Borg present a special challenge to Starfleet Intelligence, something totally unlike any of the other threats Starfleet has dealt with. Even today, after the failed Borg invasion, SI knows very little about this enemy. Unlike Romulan or Cardassian territory, Borg space is unreachable. The location of the Borg homeworld, if such a place exists, remains a mystery. It is therefore obviously impossible for Starfleet to mount any traditional intelligence operations against the Borg. As the invasion of 2367 showed, once the Borg make their presence known, there is no time for espionage and intelligence gathering.



The utter defeat of the Federation fleet at Wolf 359 left a sour taste in every Starfleet officer's mouth. Starfleet Intelligence had little to offer the fleet in preparation for that battle, and what information it did have came solely from the records of the *Enterprise-D's* encounter with the Borg in 2365. After Wolf 359, SI went over every piece of wreckage, every recording, and interviewed every survivor. The process took many months and in the end netted very little new information. More data came from the debriefing of Captain Jean-Luc Picard, who had spent some time as a member of the Borg Collective. His insights into Borg mentality were useful, but Starfleet Intelligence still wanted more.

SI researchers proposed a number of plans for infiltrating the Borg collective should it ever invade Federation space again. Most of these were discarded as foolish or futile. One plan remains potentially operational and involves tapping into the collective's communication net in an attempt to monitor their plans and mission status. This information's usefulness remains questionable since Borg plans are very single-minded. The problem is not figuring out what they intend to do but how to stop them.

Starfleet Intelligence has also sponsored a number of attempts to contact other races who have survived Borg attacks. Most notable are the El-Alurians, a long-lived race that fled before a Borg invasion in the 2260's. There are several El-Alurians still living in Federation space and they have been very helpful in relating their own tales of encounters with the Borg. Unfortunately the El-Alurians had even less success than the Federation, and SI gained little useful information from them about the Borg threat.

Having exhausted all local possibilities for information on the Borg, Starfleet Intelligence is now turning to deep space. SI has commissioned a number of deep space probes designed specifically for hunting down signs of the Borg. Among the most advance unmanned spacecraft ever built, these probes are expected to scour the whole galaxy over the next century, searching for the elusive Borg homeworld and any potential allies who may have had more success fighting the Borg menace. The stable wormhole near Bajor has allowed SI to accelerate this program by dispatching some probes directly into the Gamma Quadrant.

The Borg do not employ any intelligence or counterintelligence agency. The entire concept is alien to the collective. The Borg gain all their information from two sources: their powerful sensor arrays and sentient beings assimilated into the collective. Once a sentient joins the collective, the Borg have access to all the being's memories and thoughts. This allows them to better coordinate their continued program of assimila-

tion. The lack of Borg operatives in Federation space is the only saving grace for SI members working on the Borg problem. Unfortunately this is not very comforting.

## The Orion Syndicate

Starfleet Intelligence does not normally concern itself with matters of planetary crime. Only when crime is seen as a potential threat to Starfleet and Federation security does SI begin to take an interest. The best example of this is the current SI task force assigned to combat the growing strength of the Orion Syndicate. The Orion Syndicate is the first successful attempt to create a Federation-wide criminal organization. Not much is known about the Syndicate's exact structure, including where its headquartered and who leads it. SI remains uncertain the whether the Orions control the group that bears their name, or if its founders simply chose the name of a species indelibly associated with crime. The Syndicate's power has grown steadily over the past few decades. It recently earned the attention of SI, no doubt much to their chagrin.

As long as the Syndicate stayed involved in relatively small-time criminal transaction such as robbery, protection rackets and minor corruption, SI had no interest in them. These were matters for local security to handle, even if the crimes involved multiple worlds within the Federation. All that changed when the Syndicate started dealing in stolen weapons. It seems the Syndicate had bought off workers in or insinuated their own people into a major Federation arms supplier. The Syndicate moles siphoned off state-of-the-art phasers before they were even registered, supplying the Syndicate with thousands of unregistered sidearms. When these weapons began showing up at crime scenes across the Federation, Starfleet Intelligence took notice.

The Syndicate pulled off a major coup shortly after the SI Task Force on Organized Crime was up and running. They hijacked a transport carrying heavy phaser coils en route to a starbase. With these crucial parts the Syndicate could probably manufacture their own high-energy phasers, rivaling the power of those on Starfleet warships. SI cracked down hard and eventually found the criminals responsible for the hijacking. Unfortunately they had already sold the weapons to the Maquis. Although the criminals were from Orion, there was no proof linking them to a larger organization. Still, SI saw this incident as proof the Orion Syndicate presented a real threat to Federation security. The Organized Crime Task Force became a permanent bureau within SI.

Starfleet Intelligence's primary goal has been to discover the Syndicate's true structure and find links uncovering its leaders. Accomplishing this goal has proven difficult. The Syndicate's higher echelons are comprised of closely knit family groups that Starfleet has a hard time infiltrating. The Syndicate adheres to a strict code of silence; anyone who talks soon ends up dead. SI has even found special suicide devices in some Syndicate operatives that allow the Syndicate's leaders to remotely kill them rather than give them a chance to answer Starfleet's questions. SI currently has several dozen undercover agents working within the Syndicate, but all of them are relegated to low-level posts within the crime group. So far there have been no leads as to the identities or even number of Syndicate leaders.

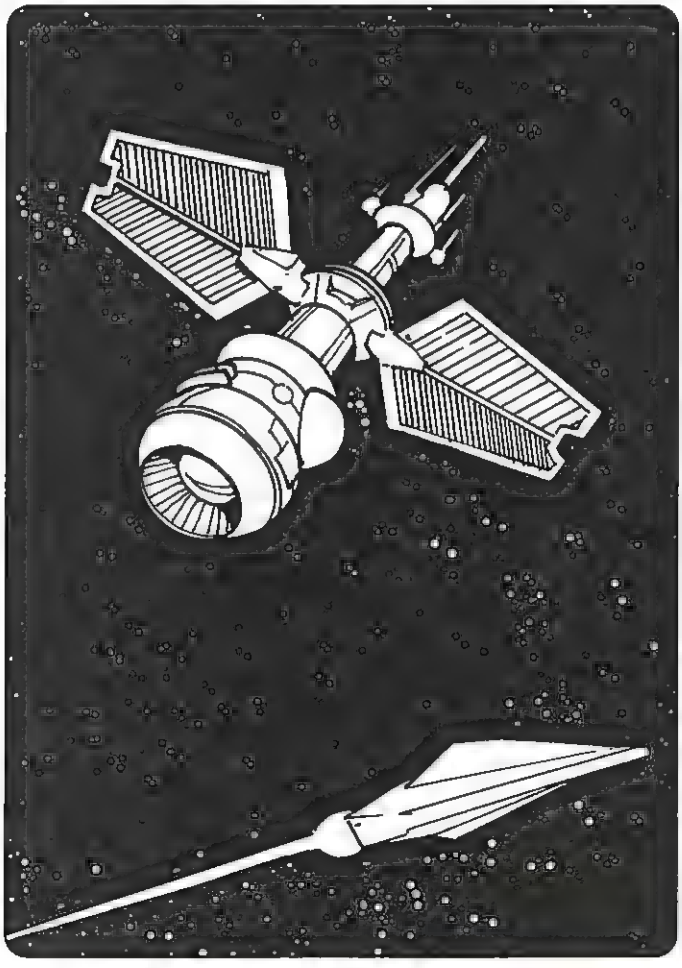
SI's involvement in the war on organized crime has had some unanticipated repercussions. Recently Starfleet Intelligence internal security discovered that an SI operative was employed by the Syndicate, passing on classified information about the SI task force. The damage was minimal, but Starfleet Intelligence must now watch for other spies working for the

Syndicate. The Syndicate has lots of latinum to throw around and no qualms about using it to buy off SI personnel.

## The Tholians

The Tholian Assembly borders Federation space and has a long and occasionally bloody history of contact with Starfleet. The Tholians themselves are isolationists and prefer to avoid the affairs of Alpha Quadrant's great powers. They defend themselves if challenged and have strong opinions about their territorial integrity. This has led to several minor wars between the Federation and the Tholian Assembly, none of which resulted in any significant changes in the borders of Tholian space. All these conflicts heightened distrust between the two governments.

In times past the Starfleet Intelligence Tholian bureau was quite large and active. The extremely alien nature of Tholian society and their transdimensional technology made gathering accurate data difficult. The unusual nature of Tholian physiology precluded the use of elaborate surgical disguise techniques. The few spies sent into Tholian space either disappeared or returned with nonsensical reports on Tholian biology; evaluations by Starfleet psychologists deemed them insane, and diagnosed intensive therapy. Even more frustrating for Starfleet Intelligence, the Tholians' transdimensional nature severely hampered long-range scans of Tholian space. As a result the SI sensor arrays were all but useless during the Tholian wars. Even second hand information from traders, smugglers and diplomats, and other species proved useless. The best Starfleet Intelligence could do was glean specious legends and whispered half-truths.



With the destruction of Starbase 227 in 2353, SI developed a new strategy for gaining intelligence on the Tholian Assembly. As a last resort Starfleet Intelligence commissioned a number of specially modified starships designed as spy ships. These vessels, mostly converted freighters and decommissioned exploration craft, were equipped with the latest in stealth and sensor technology. Although forbidden by treaty to use cloaking devices, these ships incorporated a number of other features that made them hard to detect, particularly by Tholian sensors. In some cases even the exterior was disguised, often to look like an asteroid or some other piece of space debris. SI secretly deployed these ships along the edge of Tholian space and allowed them to slowly creep deeper into enemy territory, gathering as much data as they could using passive sensors.

The SI plan worked well, but maybe not as well as Starfleet had hoped. The Tholians discovered only a few of the ships (which they immediately destroyed), but the rest only provided the most cursory of data regarding Tholian fleet movements. Yet this was enough to provide intelligence for Admiral Temrev's proposal to take the battle to the Tholians. By carrying the war to the intensely territorial Tholians, Temrev hoped to increase the incentives for peace. Using SI's information on the disposition of the Tholian fleet, the *U.S.S. Lor'vela* led a squadron of starships deep into Tholian territory. Without even this minimal data, it is doubtful Temrev's fleet could have lasted as long as it did.

After hostilities with the Tholians died down, with the signing of the Tholian Accords in 2360, the ships were recalled and decommissioned. While potentially useful, the ships were diffcult to maintain. Working aboard one was a highly dangerous and stressful assignment. SI returned to relying on long-range sensor arrays since no other race possessed the Tholians' ability to avoid such subtle detection measures.

Today the Tholians and Federation are at peace. Relations between the Federation and the Assembly slowly normalized, culminating in an exchange of ambassadors in 2369. Starfleet Intelligence interest in the Tholians has dropped accordingly. SI no longer mounts any active intelligence campaigns against the Tholians, although it does monitor all ships entering and leaving Tholian space across the Federation border. The small Tholian desk keeps its ear to the ground, listening for any rumors of possible activity by the Tholian navy, but they have few resources to apply to their task.

For their part, the Tholians do not seem to have any external intelligence capability. Even their internal security apparatus remains a mystery. Certainly Starfleet Intelligence has never discovered Tholian agents within the Federation, or any sign of Tholian activity in Federation space; the nature of their physi-

ology made it impossible for Tholians to appear as humans. For now the Tholians are the least of the Federation's worries.

## The Ferengi

Starfleet first became aware of the Ferengi, albeit dimly, after the battle of Maxia in 2355. There the Federation lost a ship, the *Stargazer,* to unknown hostiles. Starfleet tasked SI with finding all it could about this mysterious new enemy. Starfleet Intelligence soon attached a name, the Ferengi, to the antagonists, and discovered they were a highly driven people whose entire society centered around the accumulation of wealth. Subsequent contact between Starfleet personnel and the Ferengi showed that while individual Ferengi might be hostile or dangerous, the Ferengi as a whole had no interest in war, nor did they have territorial ambitions on Federation space. Indeed, they looked forward to trading with the Federation.

Although the Ferengi and Federation have only maintained relations for less than a decade, the Ferengi have already made substantive inroads into Federation markets. SI kept a careful watch on the Ferengi for the first few years, monitoring every transaction and following every Ferengi ship that entered Federation space. This took lots of time and money and ultimately netted SI very little. While the Ferengi often engaged in minor offenses such as smuggling, theft and fraud, few of their activities threatened Federation security. SI left the Ferengi problem to local security forces and concentrated its efforts elsewhere (like the growing Romulan problem).

Starfleet Intelligence still has occasional encounters with the Ferengi, most often as a byproduct of operations against the Orion Syndicate. The Orions often use the Ferengi as middle men in their dealings since the Ferengi share their talent for underhanded schemes. Of course the Orions know better than to actually trust the Ferengi with anything that might implicate the Syndicate's leadership. Everyone knows a Ferengi would sell anything for the right price, even supposedly secret information.

This Ferengi penchant for selling out their own kind has not gone unnoticed by Starfleet Intelligence. SI recently realized the Ferengi are a potentially valuable source of intelligence, especially about underworld dealings. SI increased its informant budget specifically for the purpose of gathering information from the Ferengi. When dealing with the Ferengi, SI takes special precautions to ensure that the data they buy is in fact accurate. SI operatives undergo special training for dealing with Ferengi in which they learn the Rules of Acquisition, study specific procedures and guidelines for trade, and learn how to tell when a Ferengi is telling the truth.

The key to dealing with the Ferengi is not to get involved in prolonged arguments about price. The Ferengi love to bargain; once an agent goes down that road it is hard to turn around. SI operatives must always have a fixed price they are willing to pay for specific information. Mandating a hard and fast price schedule angered the Ferengi at first, but they have since come to terms with it. Most agree to the Starfleet price guidelines, although they always make at least an overture toward bargaining. SI personnel should not fall into this trap.

The Ferengi government does not have a formal intelligence branch, but all Ferengi constantly look for information worth selling. Ferengi merchants still attempt to bribe Federation officials for information, assistance with smuggling or protection from rivals. Any Federation personnel seen spending too much time with Ferengi might fall under suspicion.

## Internal Threats

Although most of Starfleet Intelligence's resources focus on external threats to Federation security, there are some internal problems which also fall within SI's jurisdiction: any menace that might harm the integrity of the Federation from within. The foremost internal threat is the Maquis. The Maquis formed shortly after the end of the war with Cardassia. Many Federation colonists along the Cardassian border lost their homes in the treaty settlement, and a number of Starfleet officers felt the Federation ceded too much territory to the enemy.

Feeling abandoned by their government and unwilling to put up with Cardassian rule, the rogue Federation citizens secretly broke away and began waging their own guerrilla war. The newly formed Maquis launched a series of terrorist attacks against Cardassian military installations and colonies. Shocked that its own citizens would engage in such activities, the Federation promised to help the Cardassians put an end to Maquis activities. Starfleet Intelligence was ordered find out all it could about the Maquis and its membership.

This situation poses a unique challenge: many Maquis leaders were once members of Starfleet, and some were even once agents in Starfleet Intelligence. The enemy's intimate knowledge of SI practices and procedures has made SI's job difficult, but not impossible. Starfleet Intelligence has succeeded in sending several undercover operatives into the Maquis ranks, thus recovering some useful data. The tight-knit structure of the Maquis coupled with their fanaticism has kept SI from obtaining enough solid information for Starfleet to move in and put an end to terrorist activities.

The Maquis are unique because they have openly taken up arms against the wishes of the Federation. Starfleet Intelligence also monitors groups within the Federation that show potential for following the Maquis' lead. One of these is the so-called Vulcan Isolationist Movement. This small group of Vulcan thinkers and teachers believes contact with aliens pollutes the purity of Vulcan culture, and that the Federation's conflicts should not involve Vulcan. Although the majority of Vulcans have not come to the same conclusion, the group's popularity is slowly growing.

Normally Starfleet Intelligence would not pay the Vulcan Isolationist Movement much attention, but recently they received information that the Isolationists have been in contact with the Romulan government. Rumor claims the Isolationists are willing to sign a treaty with the Romulans in which the Star Empire would guarantee the sovereignty of Vulcan if it decided to withdraw from the Federation. Starfleet Intelligence is currently trying to discover whether or not there is any truth to these rumors by infiltrating the Isolationist Movement.

Another rather surprising internal threat comes from the Bolians. The Bolians themselves were quite eager to join the Federation and have been staunch supporters ever since. Known for their eagerness to please, the Bolians are valuable members of the Federation. However, there are some Bolians who do not believe Federation membership is such a good idea. The Bolian Separatists feel they have given up too much governmental and economic control to the Federation. They argue that Bolarus should withdraw from the Federation.

Of course, members are always free to withdraw, but the Separatists do not have the majority support of the population. Since the government won't give in to the demands of a few, the Separatists have recently decided to try and force their will on Bolarus. A series of political assassinations, terrorist attacks and weapons thefts have all been attributed to the Separatists. The Bolian government asked Starfleet Intelligence to intervene and help with the problem. SI has just become involved but anticipates positive results in the coming year.

## Other Intelligence Organizations

While Starfleet Intelligence accepts responsibility for protecting the security of the entire Federation, many member worlds maintain their own intelligence organizations, some of which have become important players in the galactic espionage community. The Vulcan *V'Shar* and the Andorian *Am Tal* rank among the most effective agencies in the Federation.

## THE V'SHAR

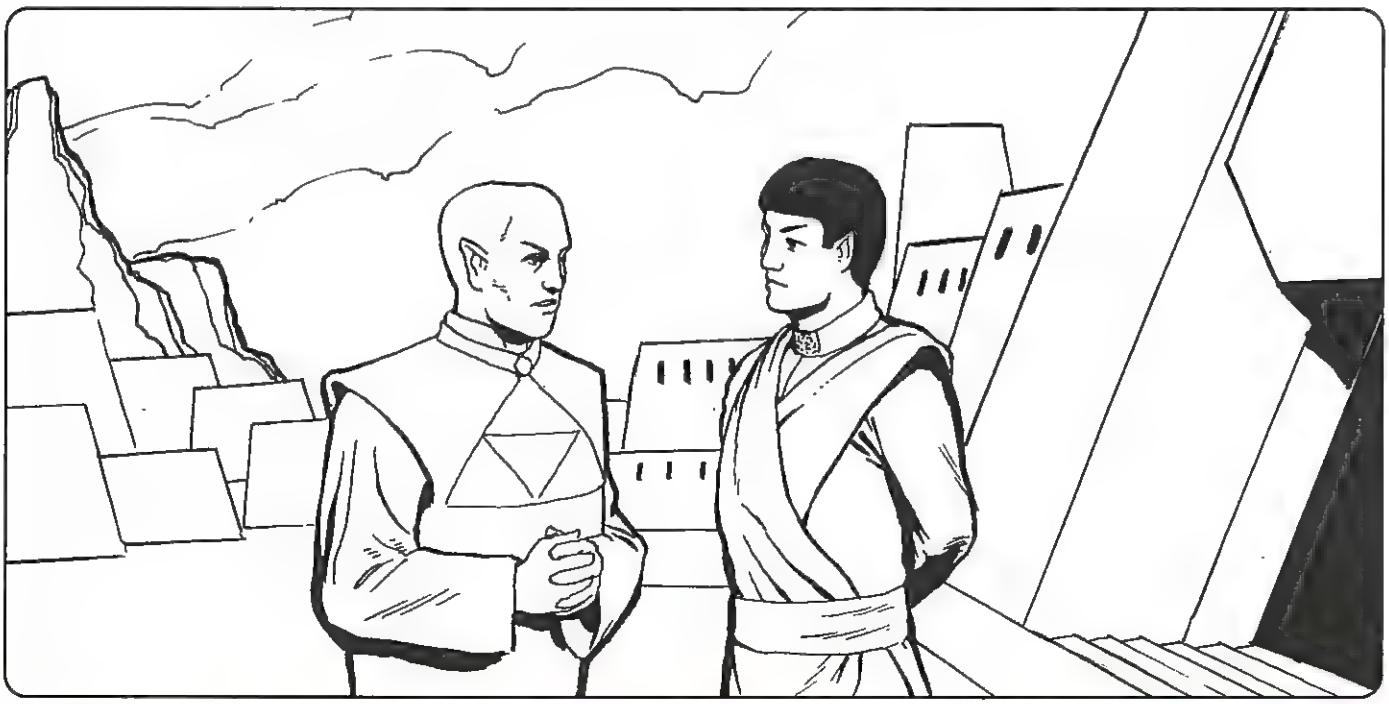
The Vulcan Intelligence Bureau, known in Vulcan as the *V'Shar*, is the Vulcan government's security branch. Instead of relying on field operations, the *V'Shar* concentrates on collecting and analyzing intelligence with the particularly Vulcan powers of deduction. Although it concentrates on protecting Vulcan interests through technological and scientific intelligence, it also has a long tradition of working with the Federation. Starfleet Intelligence has a profound respect for the coldly logical Vulcans. The *V'Shar's* analysts far surpass most others in their ability to uncover gems of important information from mountains of raw data. SI typically shares intelligence data with the *V'Shar* when it pertains to matters which concern the *V'Shar*: scientific and technological issues, the Romulans and the Vulcan Isolationist Movement.

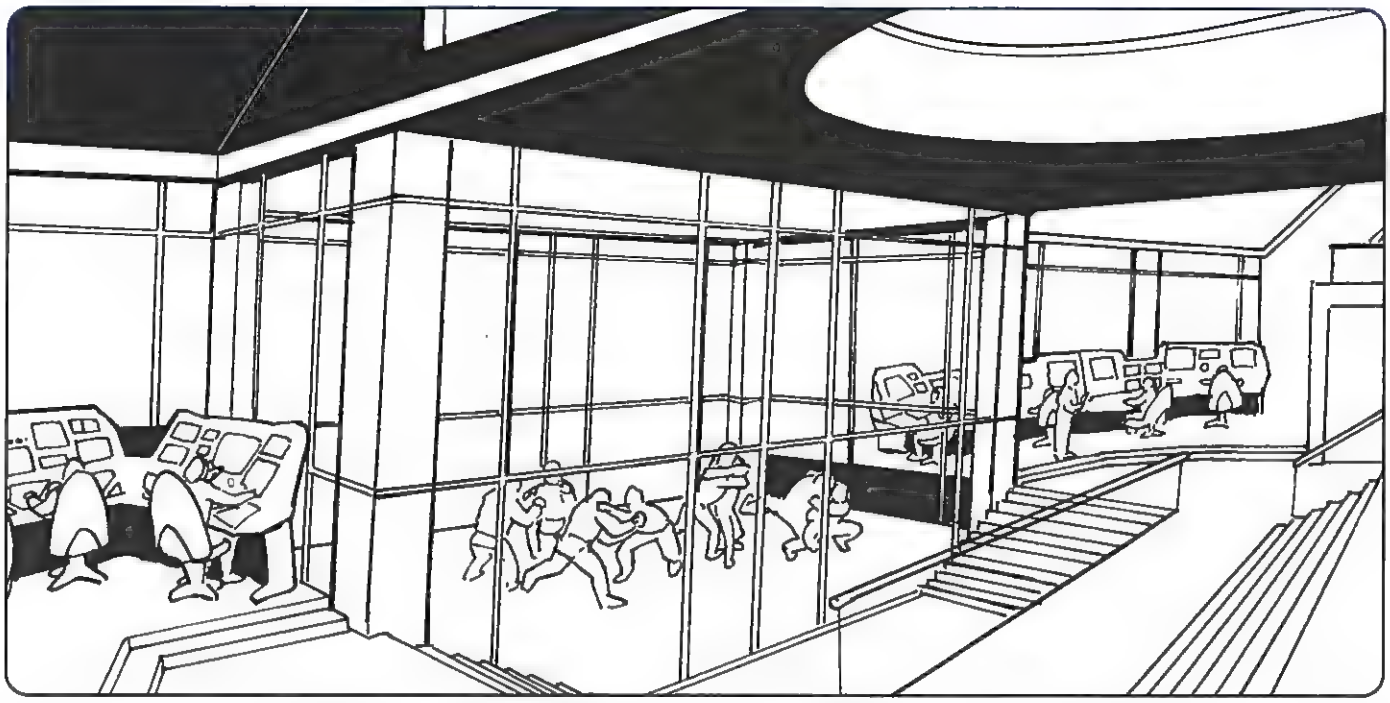
While the Vulcans appreciate Starfleet Intelligence's trust, the *V'Shar* prefers to work alone. SI's heavy-handed field operations are not the *V'Shar's* style. The Vulcans prefer to handle problems through logical deduction and determination. It diligently culls through any data SI passes along and in turn shares many of its own analyses with SI. However, actually working side-by-side with SI can be trying. The *V'Shar* feels emotion too often clouds the judgment of SI operatives and analysts. When the two groups try working in concert, the results are less than satisfying. While SI would prefer a closer working relationship between the two organizations, it is happy as long as the Vulcans share any information they uncover. Fortunately the *V'Shar* sees the logic in both intelligence bureaus having complete data and constantly keeps SI as informed as possible in shared matters of security.

The *V'Shar* consists of three branches, each tasked with a different purpose. The Internal Security Bureau focuses on discovering and combating any internal threat to Vulcan and Federation security. Most of the Internal Security Bureau's agents spend their time looking for signs of foreign spies on Vulcan and monitoring groups like the Vulcan Isolationists. They are also responsible for the fight against organized crime and other large-scale domestic threats, but criminal activity on Vulcan is so rare that many *V'Shar* agents serve a lifetime without ever investigating a crime. Unlike SI's Operations Branch, the *V'Shar's* Internal Security Bureau is the smallest of its sections.

The second branch of the *V'Shar* is the Galactic Intelligence Bureau. This bureau employs analysts on Vulcan and throughout the quadrant searching for data on foreign powers like the Klingons, Cardassians, and most particularly, the Romulans. Galactic Intelligence has a special interest in the Romulans because of their close racial relationship with Vulcans. Three-quarters of the bureau's resources go toward gathering intelligence about their ancient cousins. The *V'Shar* contributes funds for the maintenance of Starfleet Intelligence's long-range sensor arrays along the Neutral Zone and receives all the information gathered from them.

Although it concentrates on internal Vulcan security, *V'Shar* agents have made some important breakthroughs in stopping *Tal Shiar* operations abroad. The *V'Shar* discovered a plot by the Romulans to sabotage the Utopia Planitia Fleet Yards. A *V'Shar* analyst noticed a Barolian freighter making unusual stops in Romulan space and then moving on to a series of rendezvous within Federation space. The Vulcan analyst noticed vital equipment in a Federation facility would inexplicably fail several days after the Barolian freighter visited Dessica II. The *V'Shar* then dispatched an agent to closely monitor





the Barolian on its next trip. After six months of undercover work the *V'Shar* revealed to Starfleet Intelligence a ring of *Tal Shiar* agents emplaced within the facility at Utopia Planitia. In the event of war this group could easily have crippled the shipyards, severely hurting a Federation defense effort. The ability of a single Vulcan analyst to extrapolate such important information from a sea of data that a score of Starfleet officers and computers had already examined is a testament to the *V'Shar's* abilities.

The *V'Shar's* tremendous success against the Romulans is not matched by their few operations involving the Klingons and Cardassians. The *V'Shar* still closely monitors activities within the Klingon Empire from afar, but the Vulcans have a hard time understanding Klingon emotions and motives, something that hampers their analytical abilities.

The Cardassians present an entirely different problem. The Obsidian Order is aware the *V'Shar* is helping Starfleet Intelligence monitor and analyze Cardassian activities and has taken appropriate precautions. The Obsidian Order's genius for complicated plans seems to work well fooling the Vulcans. Several within the Order meticulously studied Vulcan logic and learned how to turn this logic against the *V'Shar*. A few carefully placed false leads would invariably lead a Vulcan to make a specific false but logical conclusion. Meanwhile the Order's real attack would come on a seemingly illogical front but end up succeeding because the *V'Shar* could not predict it. After a few years of confusion, the *V'Shar* is starting to understand the Order's strategy. Lately the Vulcans have had more success predicting Order activities, or so they believe.

The final branch of the *V'Shar* is the Scientific Inquiry Bureau. The Vulcans hold science in high regard and want to stay in the forefront of technological development in the Alpha Quadrant. The Scientific Inquiry Bureau is just one expression of this Vulcan need to know everything about the universe. The bureau's task entails close monitoring of all technological advances outside the Federation. *V'Shar* scientists from the bureau are usually the first called in when Starfleet recovers some unknown device. The bureau has become quite skilled at reverse engineering captured technology, achieving breakthroughs in understanding Romulan and Klingon cloaking devices and disruptors, the analysis of Borg technology and subsequent advances in cybernetics.

The Scientific Inquiry Bureau does not undertake acquisition missions. Occasionally however the *V'Shar* judges that a particular piece of technology or some specific scientific information is so important to Vulcan or Federation security that the bureau suggests Starfleet Intelligence assembles a team to "acquire" the object. The *V'Shar* later assists SI's analysis of captured technology.

*For more information on the Vulcan internal security bureau, see* ***The Way of Kolinahr: The Vulcans****, produced by Last Unicorn Games.*

## THE AM TAL

The Andorians have a reputation as the Federation's black sheep. They don't always agree with Federation policies, but officially support them as members. This does not preclude them from taking their own shadowy actions when it suits their interests. Rumors claim an Andorian security force named the *Am Tal* manipulates the intelligence scene in a similar covert manner as Starfleet Intelligence's mysterious Section 31 (also obscured behind contemporary legend).

The Andorians supposedly created the *Am Tal* long before the founding of the Federation, and fought hard to keep the security force active, independent, and shrouded in secrecy. Although the Andorians value their alliance with the Federation and the pro-

tection offered by Starfleet, they do not like leaving their security entirely in the hands of others. The *Am Tal* apparently exists to protect Andorian interests, no matter what the cost.

The *Am Tal* has the same basic goals as Starfleet Intelligence: gathering information about potential external threats and eliminating any internal threats. Where Starfleet relies on high tech solutions and subtle spy networks, the Andorians have always preferred a heavy-handed approach. The *Am Tal* is rumored not to have any of SI's reservations about taking illegal actions as long as they are in the best interest of the Andorians and the Federation. They are thought to commit theft, sabotage, and even murder if they deem such acts necessary.

The *Am Tal's* cavalier attitude toward killing and "black ops" is diametrically opposed to Starfleet Intelligence's own moral and legal code—one reason the intelligence community cites against the Am Tal's existence. Occasionally some piece of information is passed along to Starfleet Intelligence through unknown channels, data which is usually both valuable and reliable. While such information could be traced to Andorian sources, it is no conclusive evidence a secret espionage organization such as the *Am Tal* really exists.

The *Am Tal's* purported reputation for assassination, torture and sabotage sometimes gives Starfleet Intelligence a trail to follow in mysterious occurrences within the intelligence community. In one instance the *Am Tal* was suspected of assassinating a low-level Romulan diplomat suspected as a *Tal Shiar* operative, though he was more valuable to SI alive and under surveillance. SI operatives suspected the Romulan possessed evidence incriminating a prominent Andorian diplomat in Orion Syndicate dealings. In the second instance a Klingon officer was discovered tortured to death in an alley on Andoria. Klingon representatives were placated with evidence which mysteriously appeared implicating Obsidian Order agents of the crime.

The Andorian government denies the *Am Tal* or any other shadow intelligence agency exists within its borders. Even if SI found proof the *Am Tal* existed and was undertaking criminal intelligence operations, it might hesitate to complain to the Federation Council lest an irreparable rift separate a longtime member world. Occasional Starfleet Intelligence inquiries produce little evidence of *Am Tal* operations. The organization is infamous for covering up its illegal activities: suspected enemy agents seem to just disappear or have rather timely accidents, and some clues leading investigators away from Andorian involvement might be planted. Since the *Am Tal* supposedly operates within Andorian space, SI personnel often find their activities limited through bureaucratic apathy and convenient accidents which cover up or invalidate possible evidence.

Due to its highly covert nature, the *Am Tal* would engage in very few operations outside Andorian space. Starfleet Intelligence believes any secret Andorian espionage agency could not establish permanent networks within any hostile power's space. SI thinks several isolated and unexplained incidents

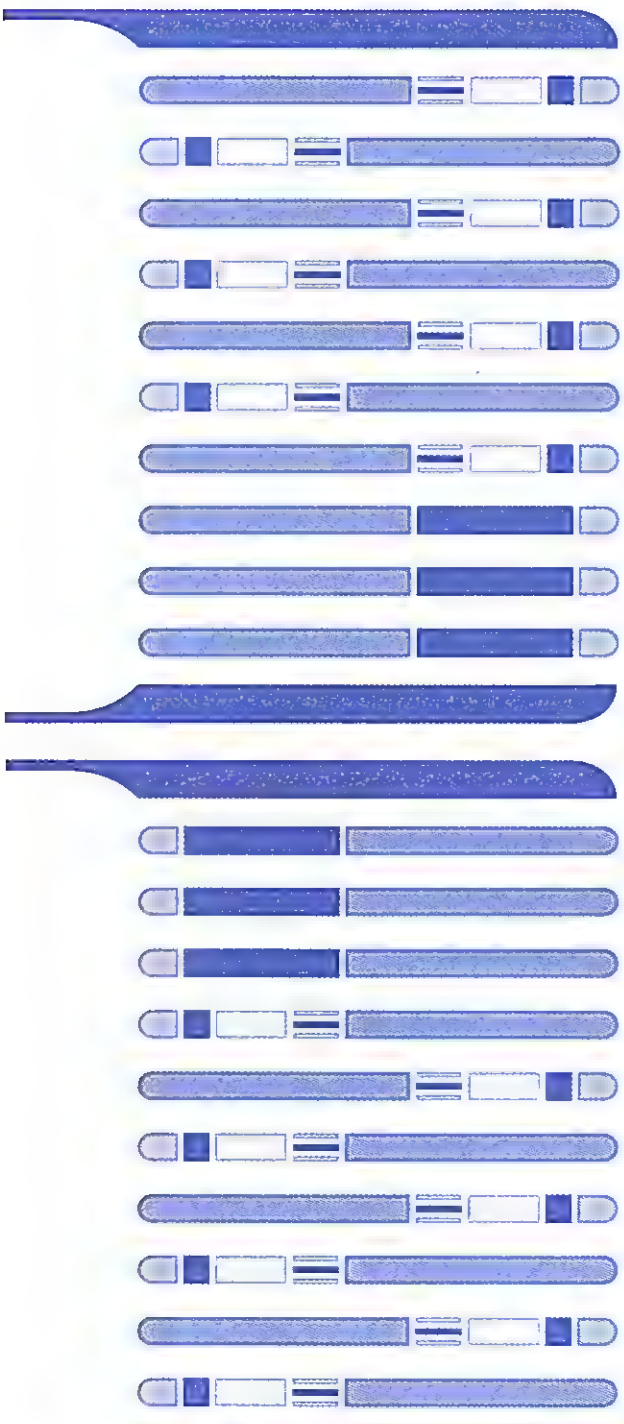
might have been caused by a rogue agent team from a shadow agency: recovery of a criminal guilty of heinous crimes against Andoria, acquisition of particularly useful enemy technology, and rescue of prominent Andorian citizens held against their will.

Starfleet Intelligence thinks large-scale undercover operations are beyond the scope of the *Am Tal* since Andorians are extremely proud of their characteristic antennae. Surgical alteration for deep cover missions would be difficult and humiliating for Andorians, a disorienting and uncomfortable process. This is one of the more popular arguments against the existence of any mysterious Andorian security organization.

Any shadow intelligence agency would also run an extensive analysis bureau. The *Am Tal* is rumored to pay good money to informants, independent contractors and freelance espionage agents to keep abreast of galactic events, both public and secret. The *Am Tal* supposedly works with sources like the Ferengi and even the Orion Crime Syndicate. As long as the information these unsavory characters provides proves accurate, the *Am Tal* gladly pays premium prices. The consequences could be deadly should a paid informant decide to knowingly sell the Andorians false information. More than one Ferengi businessman or Orion snitch has suddenly developed a mysterious illness or suffered an accidental and terribly painful death, though no connections could be made to the Andorians.

Of course, these are all rumors as far as the Federation is concerned. The most disturbing story centers around *Am Tal* efforts to buy intelligence about current Starfleet Intelligence operations and spy networks. While there is currently no proof any covert Andorian espionage agency is spying on the Federation, SI views it as a very credible possibility. The Andorians deny all such inferences.

# 7 Locations



Starfleet Intelligence assigns field operatives all over the galaxy, and quite often in dangerous or hostile territory. During training, SI agents receive general information on the worlds and societies they might infiltrate. This background is later supplemented by more detailed briefings on specific planets, cultures and organizations in preparation for missions. The more a field operative knows, the better her chance for a successful operation and survival.

Agents should familiarize themselves with all possible information on their infiltration target. The mission profile might focus on simple surveillance, data acquisition or penetration of a high-security facility. No matter how challenging or vital an operation, an agent's ability to blend in helps maintain her cover and could save her life. Becoming one of the locals should be second nature.

Starfleet Intelligence has provided briefs on several locations frequented by its operatives. They create a condensed picture of typical counterintelligence precautions and tactics the enemy is known to take, plus SI infiltration practices, contacts and activities in these areas. This is no substitute, however, for more the more detailed research on a location or culture essential for successful undercover operations.

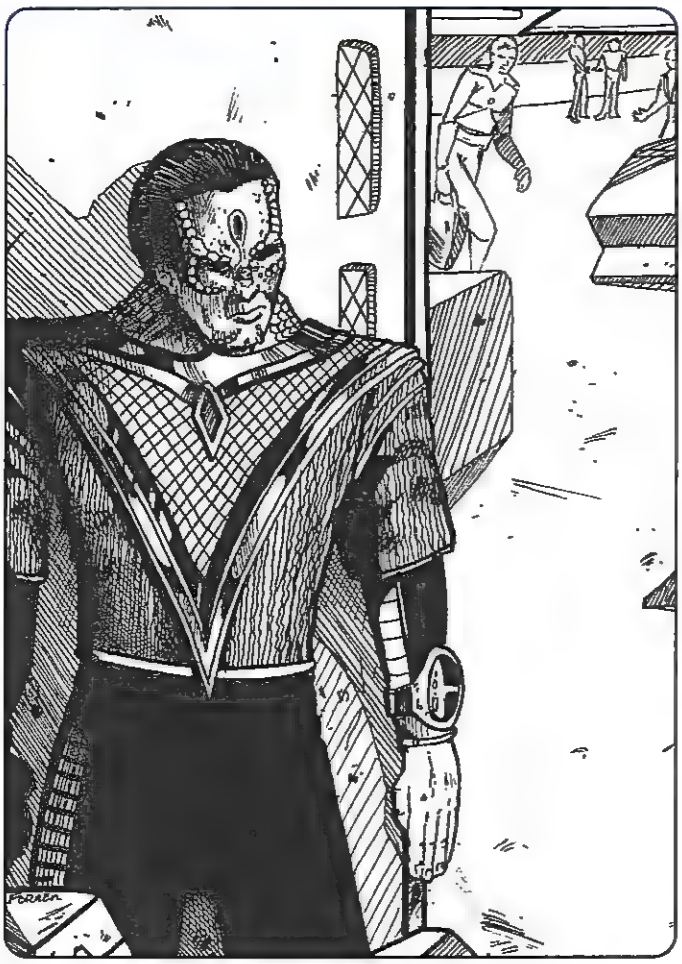
## Cardassia

There is no assignment more dangerous for a Starfleet Intelligence agent than trying to operate on the homeworld of one of the Federation's hostile neighbors. Of all such homeworlds, Cardassia ranks as most deadly, just above Romulus itself. The Cardassian Obsidian Order has broad powers over the people of Cardassia, allowing them to secretly monitor anyone on the planet. Since even the most loyal citizens falls under the Order's watchful eye, it is not hard to imagine what kind of scrutiny the Order gives outsiders and aliens.

Any non-Cardassian setting foot on Cardassia immediately attracts the Order's attention. The Obsidian Order assigns at least one team of agents to monitor the visitor's every movement around the clock. The Order carries out most of this surveillance through electronic means, particularly the hidden cameras and audio devices they have installed on every public thoroughfare and inside most homes. Orbital satellites provide additional information when the surface monitors are obstructed or unavailable. When the Order deems a subject particularly interesting it dispatches live agents to personally follow the target's every move. If any of these watchers, electronic or live, detect the subject doing anything remotely suspicious or illegal, the Order redoubles its efforts.

The Obsidian Order does not normally reveal its presence as soon as it discovers evidence of wrongdoing. The Order prefers to wait, moving in for an arrest when the subject is about to do something actively destructive or somehow escape the Order's dragnet. Unaware they probably have a dozen or more Cardassians monitoring them, the subject continues about his activities, leading the Order to contacts, friends and other possible suspects. In the end the Order's patience pays off. It often uncovers more evidence on the initial target, plus hours of data on other suspects. Even if these secondary subject are innocent, the Order can use the fact that they were friendly with a known criminal for blackmail should the need arise.

Starfleet Intelligence has an active network in place on Cardassia, and SI agents can use it to insinuate themselves onto the planet. The first step toward mounting any kind of

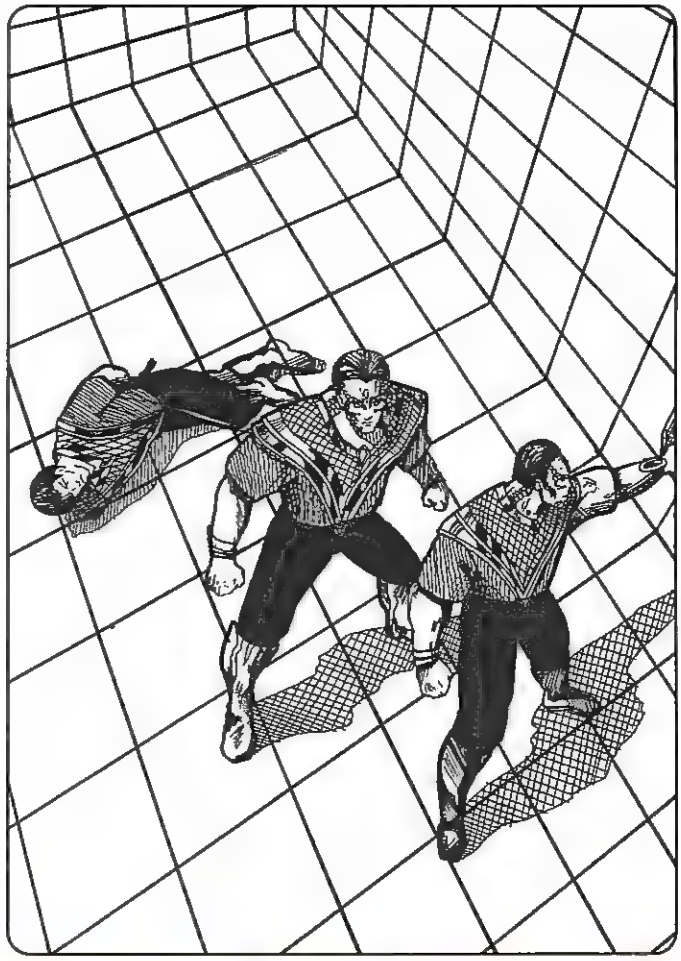


successful mission on Cardassia is to surgically alter all operatives. Non-Cardassians attract too much attention. The journey into Cardassian space must be made via intermediaries. SI employs several Cardassian merchants who can smuggle operatives onto the homeworld. The Ferengi also provide unobtrusive access to Cardassian space. Once inside Cardassian territory, it is usually safer to enter one of the outer colonies first and then journey to Cardassia itself via commercial shuttles. The military carefully scans all ships approaching Cardassia—the risk of discovery is too great.

Agents should physically and mentally prepare themselves for duty on Cardassia. They should realize everything they do on Cardassia is probably recorded and should act accordingly. A knowledge of Cardassian customs and mannerisms is essential. Cardassians place great significance on social status. Operatives must learn their place in society well according to their adopted cover identity. The climate is usually quite dry and somewhat inhospitable. Agents given long assignments on Cardassia should prepare for this by spending time on Federation planets with similar conditions. Normal citizens may not carry weapons on Cardassia, and there are usually weapon detectors in the doorway of every public building. Operatives should not arm themselves unless absolutely necessary. Also, the Order intercepts all signals and broadcasts on the surface of the planet. Agents should never discuss any sensitive information over any kind of communication device, including public and private communicators. Any use of Federation comm equipment is immediately detected and inevitably leads to capture.

Agents might not realize they've been arrested by the Obsidian Order for some time. Starfleet Intelligence had several reports that the Order is employing a new trick in its arsenal of counter-espionage techniques. The Order maneuvers the unknowing agent into a facility similar to a large holosuite. Like an animal in a laboratory test, the agent starts living out a false life within the Order's holographic projectors. This can go on for weeks or months without the operative having any idea he is being played for a fool. Unfortunately, their is no way an agent can ever be sure they are still operating in the real world and not in a Cardassian hologram. This confusion inevitably leads to a fair amount of paranoia on the part of any agent operating on Cardassia. Rumors claim these holographic environments are a key element in the Order's success at twisting SI operatives' wills and creating double agents.

Starfleet is currently conducting several active operations in Cardassian space. Of course, information about activities within the Detapa Council, the Cardassian Central Command, and the Obsidian Order is always in demand. More recently SI has heard rumors of a growing opposition movement within the Detapa Council that wants to curtail the Obsidian Order's power. Starfleet Intelligence would like nothing better than to secretly help this group achieve its goals. SI informants have also provided data suggesting the Cardassians are building some sort of secret base near the Badlands, presumably in an effort to help operations against the Maquis. SI is currently running feasibility studies on the possibility of mounting a mission to learn more about this alleged base.



# Qo'noS

Operating within the Klingon Empire has become much easier since relations with the Federation became peaceful. Although Starfleet Intelligence no longer runs operations against the Klingon government, it still has occasion to send agents into Klingon space for other reasons. These operations generally fall into one of two categories: assisting the Klingons gather intelligence or combating other threats operating within Klingon space. Since the Klingons take a rather informal and inconstant view of intelligence operations, they have been known to invite SI in on matters which they felt they could not handle themselves. Of course, the Klingons would never admit to such a weakness, and invitations to SI were always described as acts of courtesy between two allies.

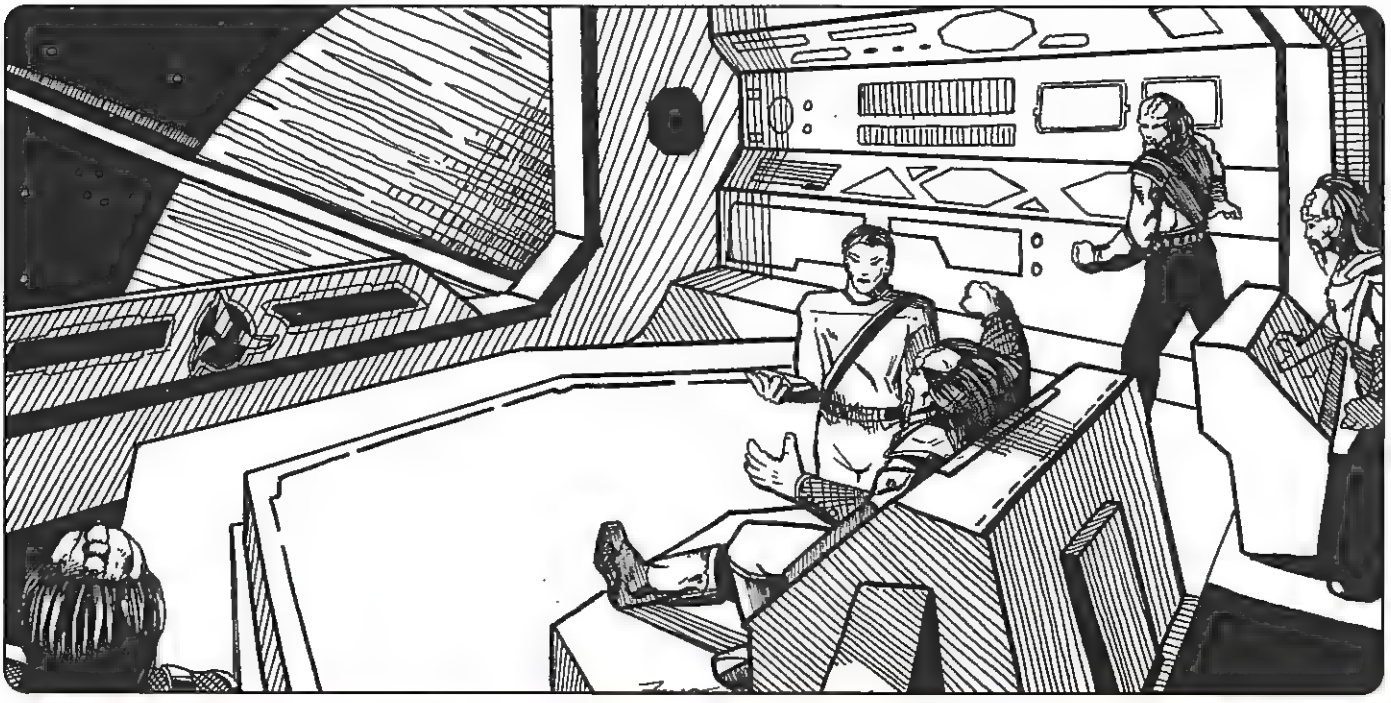
When a SI agent cooperate with the Klingon government they almost never undergo surgical alteration. The Klingons view any such attempt to make an alien appear Klingon as a grave affront. The Klingons very rarely allow such surgery, but only after the would-be Klingons have proven themselves worthy of the name—a grueling experience involving a great deal of hand-to-hand combat, bloodwine, and recitation of Klingon epics. Operating side-by-side with a Klingon warrior requires a great deal of physical and mental fortitude on the agent's part. At all times the SI operative must give the Klingons the impression that they are in charge and that SI is acting in a purely advisory capacity. Furthermore, any advice must be couched in terms acceptable to Klingon ideals of bravery and honor. Agents should not suggest they retreat, but rather that they "adjust their tactical position."

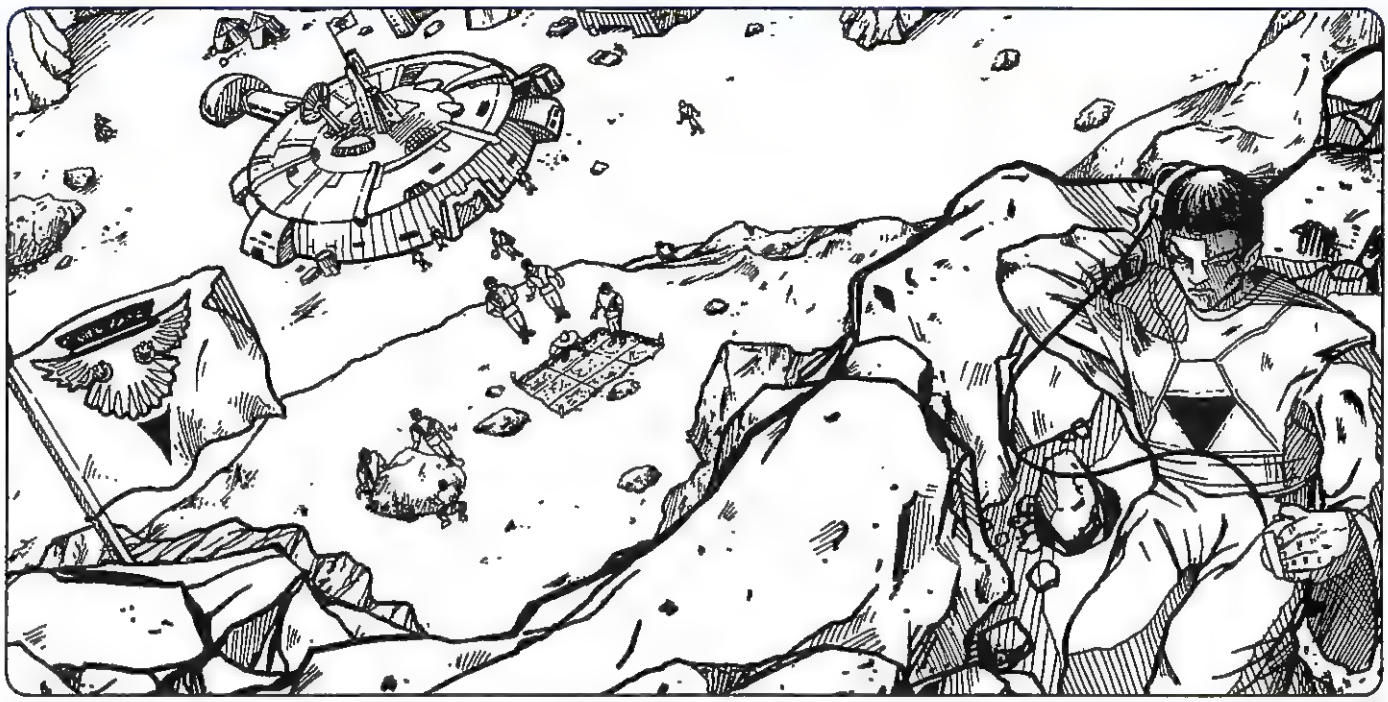
Typical joint Starfleet Intelligence-Klingon operations center around ensuring the survival of the current Klingon regime. The recent Klingon Civil War showed just how bloody and fractious Klingon politics are. Gowron, leader of the Klingon High Council, has secretly called upon Starfleet to assist him on several occasions. Gowron asked SI to gather information on individual Klingons he believes are plotting against him. Starfleet has reluctantly agreed to assist him. Although SI does not like to interfere with internal workings of individual governments, Gowron insisted these matters were crucial to Klingon and Federation security. Certainly Starfleet does not want to see another civil war envelop the Klingon Empire.

While working for Gowron, Starfleet Intelligence usually assists in setting up surveillance operations, planting hidden viewing devices and analyzing data. None of these are particularly strong areas for the Klingons. Any physical activities such as apprehending and questioning subjects are left to the Klingons since they employ their strengths. The Klingons often refuse to let SI advisors take with them any of their recordings or notes from operations, but SI likes to have such information if it can get it without upsetting the Klingons. One never knows when such data might be useful, particularly if another civil war erupts.

Some less savory sorts, such as the Orion Syndicate, have been known to operate within Klingon space. At first glance this may seem foolish since the Klingons are notoriously harsh on those who break their laws; however, some feel it is easier to avoid Klingon security forces than it is to outsmart Starfleet Intelligence. They are probably right. The Federation and Klingons have a trade and cooperation agreement dating back to just after the Khitomer Accords. It allows each government the right to pursue "enemies of the state" into each other's territory. This was originally meant to prevent criminals actively being chased by Starfleet from seeking safety just across the Klingon border. SI uses this rather vague agreement as legal justification for mounting intelligence operations within the Klingon Empire as long as they are not directed against the Klingons.

Starfleet Intelligence operatives participating in these covert missions into Klingon territory almost always undergo surgical alterations. This allows them to deal with informants, merchants and criminal elements without rousing the suspicions of either their targets or the Klingon government. Training for such mission requires an extensive knowledge of Klingon language and customs. Only a few agents are fully qualified for such work.





During the civil war SI began training several agents for operational readiness against the Klingons, just in case the war went badly for the Federation's interests.

Current missions center primarily around the Orion Syndicate and Ferengi factions. A number of Klingon-made weapons have been showing up in the hands of fringe groups like the Maquis and the Bolian Separatists. SI suspects the Orions are in league with a Klingon general, but have no idea which one. They have alerted the Klingons of their suspicions and Gowron has promised to look into the matter. Meanwhile, SI has mounted its own investigation, aimed not at the Klingons but the Orions. So far SI has found precious little, mostly because it has limited its investigations to areas outside Klingon space. It is now planning to send operatives into Klingon territory, despite some opposition in Starfleet which fears upsetting Gowron.

## Dessica II

The frontier world of Dessica II lies well off the beaten path for most citizens of the Federation. Today the system is outside Romulan-controlled space, but it was the site of a Romulan settlement long ago. Since 2370 Dessica has become a hot spot for espionage, particularly between the Romulans and the Vulcans. The Vulcan Isolationist Movement recently had agents on the world searching for an ancient Vulcan artifact known as the Stone of Gol which could be used as a powerful weapon. The Romulans also sent agents searching for the stone once they realized the Isolationists were looking for it.

The whole incident taught both Starfleet and the *Tal Shiar* of the value of places like Dessica II. Close to both Romulan and Federation space, Dessica II has become a neutral meeting ground for agents from both agencies. Starfleet Intelligence maintains a field office on Dessica and suspects the *Tal Shiar* does as well. The Vulcan *V'Shar* has also recently established itself on the planet in an attempt to both better monitor the Romulans and possibly intercept members of the Vulcan Isolationists. The *V'Shar* suspects the Isolationists of using Dessica for meetings with the Romulans, but has no proof yet.

Starfleet Intelligence operatives assigned to Dessica must proceed with caution. While the local government turns a blind eye to most espionage activities, the probable presence of the *Tal Shiar* makes Dessica a potentially dangerous place. Currently a group of Romulans lives on the planet for the supposed purpose of excavating the archeological remains of the ancient Romulan settlement there. While Starfleet cannot protest such seemingly harmless activity, it keeps a close eye on the archeologists. One Starfleet Intelligence officer mysteriously disappeared while assigned to monitoring the Romulans. Although no proof of Romulan involvement surfaced, SI has its suspicions.

Starfleet Intelligence uses Dessica II in much the same way as the Romulans. It is a place where SI operatives can meet their contacts on relatively neutral ground. Many of Starfleet's Romulan informants can safely travel to Dessica without arousing suspicion, allowing them to pass on valuable information in relative security. The possible presence of *Tal Shiar* agents on the planet makes this somewhat more difficult, but still much easier than meeting deep within Romulan territory.

The *V'Shar* uses Dessica II for the same purposes, as well as the first stop on the so-called "Romulan Railroad" (a phrase coined by SI analysts). The Romulan Railroad is a program sponsored by the V'Shar to move Vulcan and Romulan agents in and out of Romulan space. From Dessica, agents board transports or other craft with access to Romulan-controlled territory. The trip to Romulus itself takes many months, most of the time spent switching ships on a dozen different worlds and space stations. As far as SI and the *V'Shar* know, the *Tal Shiar* does not suspect such an operation exists. Dessica II is the key to this route's success and thus the *V'Shar* has gone to great lengths to make sure none of the Romulans stationed on Dessica II learn of its existence.

Starfleet Intelligence has recently increased monitoring the suspected *Tal Shiar* agents at the Romulan archeological site. Ever since one of its agents disappeared, SI has been determined to prove the scientists are somehow connected to the murder. Local SI operatives have proposed both raiding and

infiltrating the Romulan base of operations. SI Command deemed the former option illegal and unacceptable, but gave preliminary approval for a plan to infiltrate the Romulan archaeologists. How SI can safely and effectively accomplish such an infiltration remains to be seen.

## The Rigel System

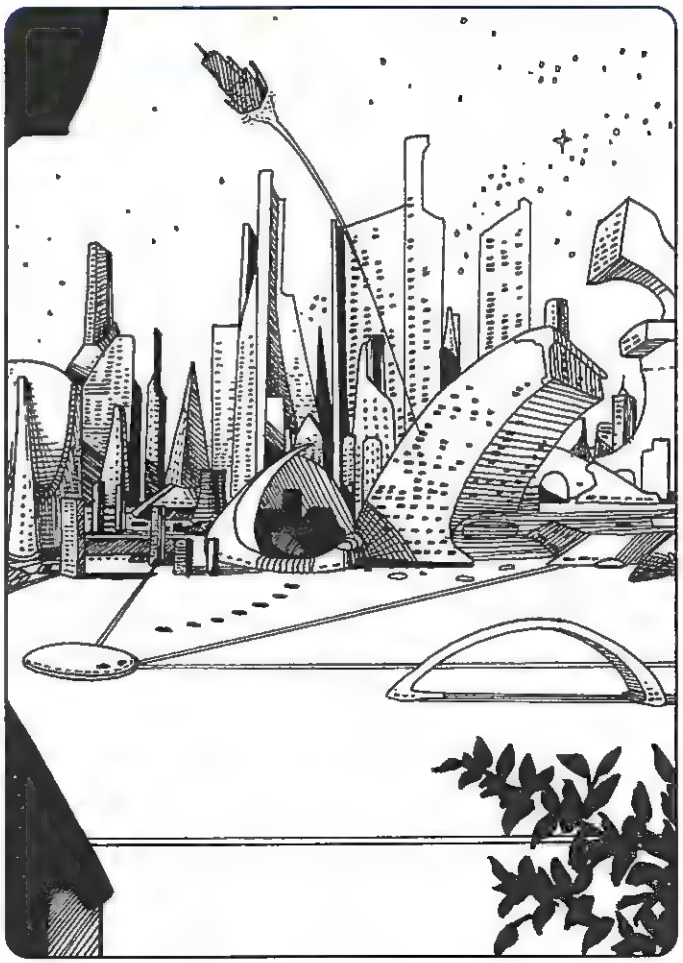
The Rigel system is truly one of the wonders of the galaxy, a star system containing twelve planets, five of which are M-class worlds capable of supporting life. The majority of Rigel's planets enjoy Federation membership. Rigel VII, presumed home of the Orions, remains the lone hold-out. As some of the earliest members of the Federation, the planets of the Rigel system have enjoyed over a century of peace and prosperity. Rigel V is the Rigelian homeworld, and humans and other races abound on the more populous planets. Happy to let Starfleet look after its security, the various worlds of Rigel have been left to excel at economic, artistic, scientific, and leisure activities.

Rigel represents one of the Federation's most technologically advanced systems. Many new innovations and inventions come from Rigel, and those developed elsewhere quickly find their way into Rigel's markets. The system is a hotbed of intelligence activity. Within one system, an agent can go from the delightful pleasures of Rigel II to the bastions of high technology on Rigel IV to the important lithium mines on Rigel XII. It is also the crossroads for the Orion Syndicate's myriad of illegal operations. This system attracts those dealing in high technology, illicit materials, vital information, and other valuable if not shady commodities.

The center of this technological prowess is Rigel IV, probably the richest of the planets in the system. Home to a number of prestigious research institutes and universities, Rigel IV is considered one of the more important scientific sites in the Federation. Rigel II has more of a reputation as a leisure-oriented society, specializing in hedonistic, and in some cases sybaritic, pleasures. Media outlets and production companies from Rigel produce a great deal of entertainment product from holonovels to less savory pleasures, all using the most advanced technology. Rigel V is another high-tech development world and is home to a number of important biotech and medical facilities. Rigel VII is reputed to be the Orion homeworld, called by some the "Marketplace of the Federation." Although as high–tech as the rest of the system, Rigel VII hides its technology behind a veneer of ancient tradition and old-world architecture. Rigel XII, the least hospitable of the planets, has a small population dedicated to mining lithium crystals.

Travel between the five worlds is nearly constant, with shuttles leaving every few minutes for one destination or another. Recently Rigel IV developed a network of transporter relays throughout the Rigel system. These relays boost a transporter signal, extending its range by thousands of kilometers. Strung out like beads on a necklace, these relays make it possible for individuals to transport between the various worlds in the Rigel system without having to board a shuttle. This relay network can only support a small number of travelers per hour (about a hundred) and so is currently reserved for government and emergency use. However, Rigel IV is currently making expansions to the network and hopes to one day link the entire system.

Rigel presents an interesting problem for Starfleet Intelligence. Years of peace and complacency have made



Rigel vulnerable to espionage, especially those interested in gathering information on the Federation's latest scientific achievements. Few Orions give much thought to politics and security matters, as such things rarely affect their lives directly. This vulnerable nature is made all the worse by the fact that there are five planets, four of them heavily populated, within a few hours of one another. The system is a spy's dream: millions of high-tech employees and thousands of places to hide on five different planets. Although the Orion Syndicate doesn't seem to operate openly here, there are still illicit businesses, smuggling, and a trade in high-security information. For Starfleet Intelligence, policing such a system is a nightmare.

The Orion government is not particularly helpful, either. While they certainly appreciate Starfleet and the protection its fleets give the system, the Orions do not have any love for Starfleet Intelligence. The Orions place a great deal of importance on their individual rights and have blocked many SI proposals to set up monitoring stations or place recording devices in the homes of suspected spies. In rare circumstances, the Orions allow SI to carry out such operations, but there must be a very compelling reason and obvious benefits to the system. Starfleet Intelligence strongly suspects the official Orion government is covertly controlled by the Orion Syndicate, passing measures to protect the criminal organization and hampering SI's efforts against it. Proving such a relationship has presented SI with a difficult and so far unsuccessful challenge.

Virtually every threat that Starfleet Intelligence faces can be found somewhere in the Rigel System. SI counterintelligence

has uncovered three separate attempts by the *Tal Shiar* to buy or steal secret technical data from Orion research firms. There have been several indications that the Obsidian Order is also active in the region. One captured informant told SI that the Obsidian Order had a vast spy network throughout the system, but SI could find no evidence to substantiate the man's claim. The Maquis are said to buy much of their high-tech supplies and replacement parts using old Starfleet contacts in Rigel IV and V.

So many threats flourish in Rigel because Starfleet Intelligence paid little attention to the system for a long while. Now SI sees the error of its ways and is allocating increased funds and personnel to the system. The primary mission in the region is counterintelligence. Several dozen teams of SI operatives occupy their time trying to sniff out enemy operations. SI has fought a defensive battle for too long. It recently approved funding for an operation that would set up a false research institute on Rigel IV to attract various enemy agents to the facility. The false research company would sell inaccurate information and become the center of a web of misinformation. It would not only allow SI to confuse Threat organizations, but it would help identify a number of enemy operatives in Rigel.

## Romulus

The crown jewel of the Romulan Star Empire, this world is the center of all Romulan political, cultural, and military endeavors. Starfleet Intelligence knows it has no choice about Romulus: no matter the risk, it must have agents in the Romulan capital. Getting operatives to Romulus requires extreme care. Vulcans are ideally suited for the task since they are visually identical to Romulans. Members of other races must be surgically altered before attempting infiltration onto Romulus. The voyage requires a series of intermediaries since the *Tal Shiar* watches any ship with even the vaguest connection to the Federation. Starfleet occasionally makes arrangements with spies and traitors within the Romulan government to help smuggle SI operatives to Romulus.

Romulus itself is a beautiful planet. SI agents view it as a very pleasant place to work, aside from the ever-present risk of capture, torture, and death by the *Tal Shiar*. Home to some of the most impressive natural wonders in the Beta Quadrant plus the majestic architecture of the Romulans themselves, it is not hard to fall in love with the planet's beauty. Even the Romulans themselves can be quite pleasant under the right circumstances. Unlike their Vulcan cousins, Romulans have quite a passion for life and all it has to offer. Friendships between members of the same class are usually quite close. Indeed, Starfleet Intelligence trains all operatives in the basics of Romulan etiquette since most Romulan leisure time revolves around social activities.

The Romulan shell of coldness and brutality emerges only when an outsider enters the picture. Romulans think themselves superior to other races, even the Vulcans. They regard humans, Klingons and most other races with utter disdain. Agents would do well to cultivate the appearance of similar attitudes if they hope to slip into Romulan space unnoticed. Aliens are allowed on Romulus, but only for short periods of time and only in certain, very restricted regions of the planet. Even ambassadors from friendly governments must operate under these restrictions. The *Tal Shiar* watches aliens at all times, so SI operatives must undergo surgical alteration before assignment to Romulus.

SI's primary purpose on Romulus is to monitor developments within the Romulan Senate, the Romulan military and the *Tal Shiar*. Even examining the heavily edited local media broadcasts offers SI information it could not normally access. SI sometimes likes to have agents in place for the rare Senate meetings open to the public, just in case something interesting or restricted is accidentally mentioned during open debate. SI agents attending these open sessions too frequently easily fall under the *Tal Shiar's* suspicions. Transcripts of closed-door meetings are nearly impossible to obtain, but SI prizes such information.

Most of the intelligence SI gathers on Romulus comes not from direct operations but from informants and spies among the Romulans who are willing to work for the Federation. An SI operative should always watch for signs that a Romulan citizen is unhappy with the government in some way and try to exploit those feelings. Running such a spy network requires the agent

to be very circumspect. Meetings usually occur in public places or at large parties where an operative can exchange a microdot of information without being noticed. This practice is facilitated by the Romulan love of large social gatherings and public meeting places. The *Tal Shiar* monitors most public areas, but a careful agent can pull off an exchange in direct sight of the secret police.

More mysterious than Romulus itself is its sister planet Remus. Romulus is the public capitol of the Romulan Star Empire and is thus relatively accessible. Remus is viewed as the sort of spiritual and moral center of the Romulan Empire; the government carefully restricts travel to and from the planet. Only Romulans can legally journey to Remus. Everyone who boards a transport or sets foot on the planet has their identity careful checked by the *Tal Shiar.* SI has not managed to land any agents on the world and have them return safely. Long-range scans report that Remus has very little industry and few large cities. *V'Shar* analysts have concluded that the Romulans use the world primarily for recreation and spiritual purposes and that it is of no military significance.

Starfleet was willing to accept the *V'Shar's* analysis of Remus for quite a while, but recently rumors have aroused suspicion. Unconfirmed reports state there is some sort of large, underground detention center on Remus. According to this report, the *Tal Shiar* does not actually execute anyone, but sends them to the facility on Remus and produces a fake execution for public consumption. The detention center may be more than a prison. Analysts suspect the *Tal Shiar* uses the facility as a testing ground for new weapons and biological experiments, and to train its agents in the fine arts of interrogation and torture. It's possible the Romulan Senate is not aware such an operation might exist. Starfleet Intelligence is eager to find positive proof such a facility exists since there may well be captured SI agents on Remus. If so, a rescue operation of some sort might be planned.

## Ronara

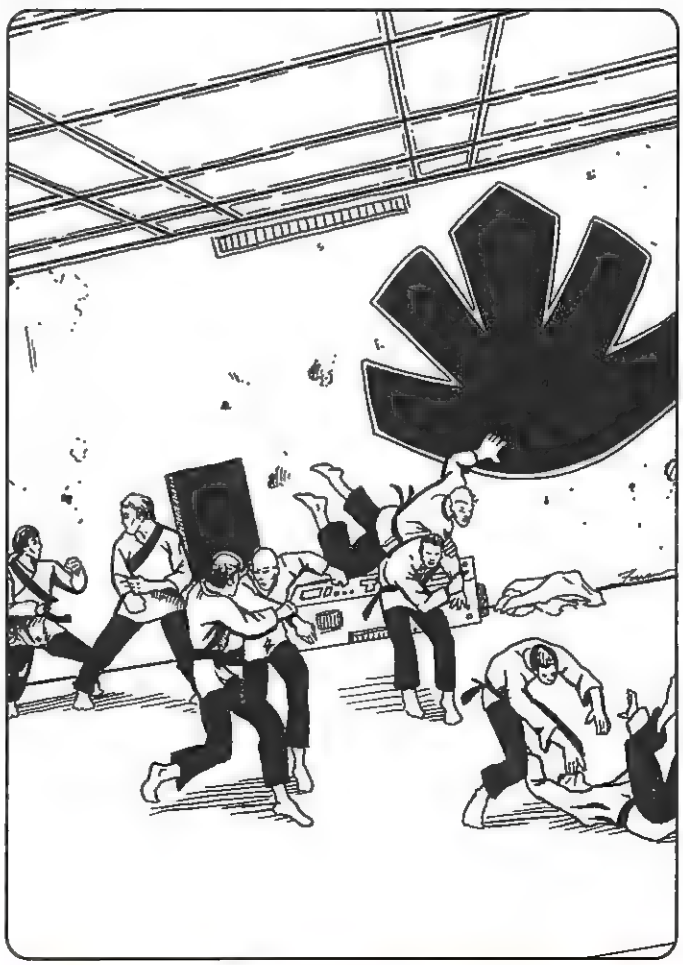
Located in the Demilitarized Zone between Federation and Cardassian space, Ronara is a Federation colony. It received a lot of punishment during the war with Cardassia, and many residents still harbor strong enmity toward the "Cardies." Life on Ronara was hard enough before the war. Since its end the Ronaran economy never fully recovered. Only aid from the Federation keeps most of the people fed. There is an air of quiet desperation about the colonists. They are a proud people and do not like to ask others for help. They also feel helpless in the wake of a peace treaty that many think was too generous to the Cardassians. Being part of the Demilitarized Zone has also upset many colonists who now feel defenseless should the Cardassians attack again (which many assume they will).

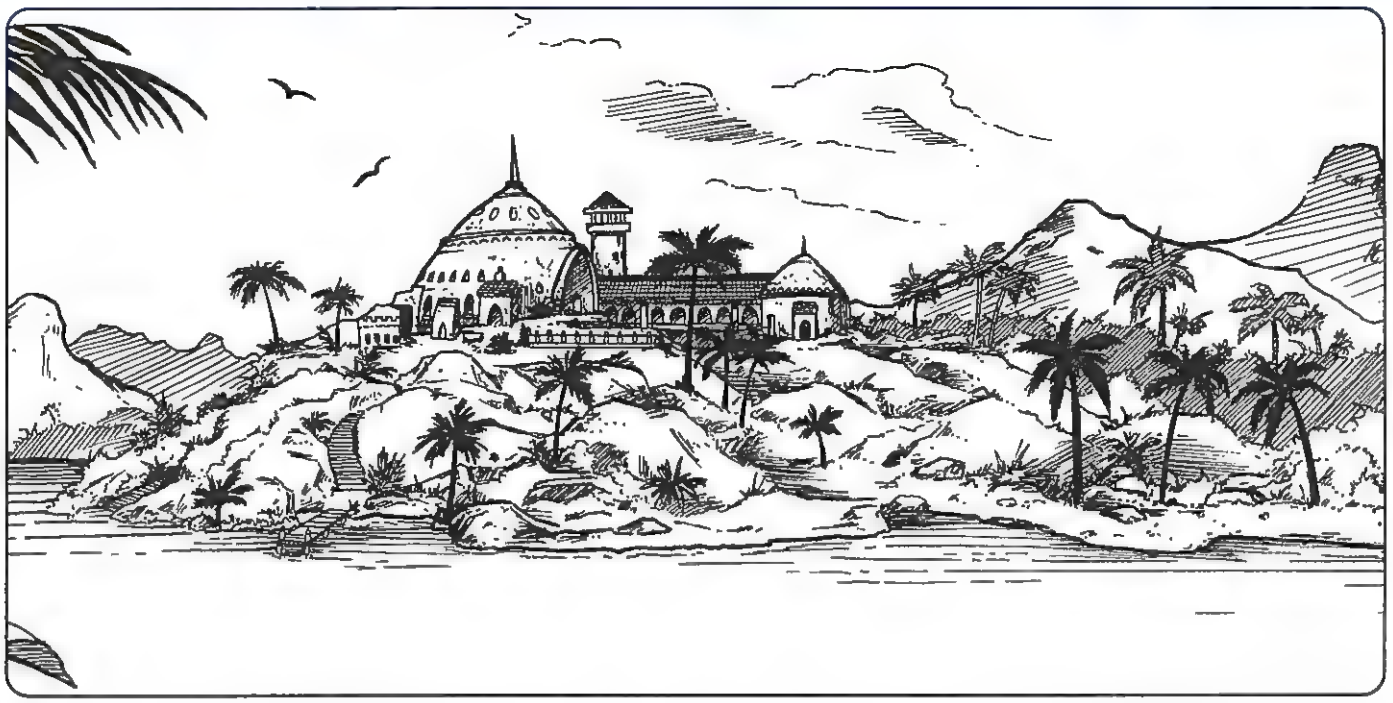
The Maquis have found fertile ground for recruitment on Ronara. The majority of the colonists actively support the Maquis' efforts against the Cardassians. Starfleet Intelligence suspects Ronaran colonists have been supplying the Maquis with food, medical supplies, and other goods siphoned from Federation aid shipments. SI also suspects the Maquis use Ronara as a base of operations. In addition to recruiting on Ronara, SI believes they also train new Maquis members in a secret underground facility somewhere on the planet.

By treaty, Starfleet cannot send ships to Ronara unless an equivalent Cardassian presence is sent. This doesn't keep SI from pursuing its covert objectives on Ronara. Starfleet Intelligence has established a permanent presence on Ronara from which it directs counterintelligence operations against the Maquis. Located in the colony's capital city, the Starfleet Intelligence field office has a permanent staff of fifty operatives and analysts and has a large budget for buying information about the Maquis. Although the Ronarans' desperation has led many of them to join the Maquis, many others are more than willing to earn some extra money reporting what they know to SI. While the SI presence on Ronara has gone a long way toward disrupting Maquis activities there, its presence is far from subtle. The Maquis has made several terrorist attacks on the SI facility, and continues plaguing SI analysts there with false tips and double agents.

Starfleet has managed to insinuate several agents into the Maquis, most of them having been recruited on Ronara. These wolves in the Maquis fold are slowly working their way toward the Maquis' inner circle. SI hopes to make a number of arrests in the coming two years. These agents' identities are carefully guarded secrets, known only to the three highest ranking officers in the Ronara field office. The infiltraters report only to these three in a special restricted-access code. The Maquis tried breaking into the field office's computer system but have had no success in learning the identity or number of traitors within their midst.

Starfleet Intelligence is not alone in its war against the Maquis. The Cardassians also have a vested interest in stopping these terrorists. Although forbidden by treaty to do so, the Obsidian Order is known to have several agents on Ronara. Much like SI, the Cardassian agents have been spending





a lot of money to buy information from the Ronarans about Maquis activities. Unlike SI, the Order has also been known to kidnap and torture suspected Maquis members or even those informants whom the Order feels are being less than totally honest with them. Such activities have alarmed SI. The field office finds itself splitting its time between fighting the Maquis and trying to root out Cardassian spies. Recent requests for increased manpower and funding are currently under review.

## Risa

The lush, beautiful, vacation world of Risa is a stunningly popular destination for many travelers within the Federation. Perfect, machine-controlled weather creates the ideal atmosphere for kicking back and forgetting about all worries. Whether ones seeks a private corner away from everyone else or a lively and entertaining night life, Risa has everything—all this plus more than its fair share of spies.

Risa is an intelligence agent's dream come true. Not only is it a beautiful, relaxing and stimulating world, it is teaming with visitors from all over the galaxy. Most people dream of vacationing on Risa. Once there they want to think about nothing but having a good time. This makes for lazy, unguarded minds; the perfect marks for any intelligence agent hoping to gain some easy information. On Risa even the oldest tricks work: get your target drunk and ply him with distractions of one sort or another and he starts revealing all kinds of things he's not supposed to.

Starfleet Intelligence keeps a small, permanent facility on Risa which includes a safe house for hiding informants as well as offices and support staff for several agents well-versed in "Risan interrogation techniques." The office watches for any individuals who might have information SI needs: Ferengi businessmen, suspected members of the Orion Syndicate, even members of the mythical Andorian Am Tal. SI also keeps a careful eye on any visitors to Risa who have sensitive or secret knowledge that could damage the Federation. SI watches to make sure no other agency attempts to "interrogate" such individuals.

Risa holds little appeal for Klingons who prefer more active forms of distraction. Romulans and Cardassians are barred from the world by treaty. Of course the treaty just means the Romulans or Cardassians have no legal presence on the planet. Starfleet Intelligence suspects both the *Tal Shiar* and the Obsidian Order of running spy networks on Risa, usually through intermediaries. The *Tal Shiar* in particular has been known to forgo the delicate process of "Risan interrogation" and simply kidnap some unsuspecting scientist or Starfleet officer on leave. Several such abductions led Starfleet to increase its presence on Risa. Of course the local government wants no signs of conflict or other unpleasant business on Risa, so SI must keep a low profile whenever possible.

The Orion Syndicate is also very active on Risa, with many different interests: protection rackets, illicit drug trades, information marketing and smuggling. SI leaves most of these to the local authorities. The Orions also have a specialty operation they have perfected on Risa: blackmail. The Orions have become quite adept at luring unsuspecting tourists into rather embarrassing positions. Positions that the tourist's spouse back home might be less than pleased to learn about, or that their commanding officer might find inappropriate. The Orions record the tourist's every action and then threaten to reveal the information if they do not receive payment. SI is concerned the Orions might someday catch someone with sensitive information. To preempt such an event, SI is currently organizing a sting operation against the Orion blackmailers.

# 8 Intelligence Dossiers

Intelligence operations attract some of the most dangerous, nefarious, and outlandish characters in the known Galaxy. As an operative of Starfleet Intelligence, you may find yourself sitting across the table from a Ferengi arms merchant, matching wits with an Obsidian Order assassin, or intercepting transmissions from Barolian spies. SI maintains dossiers on a number of espionage "assets," from Starfleet Intelligence operatives and civilian advisors to notorious Cardassian spymasters and Ferengi information peddlers.

**Name:** Wilhelm Garret
**Species:** Human
**Intelligence Role:** Romulan Deep Agent
**Allegiance:** Tal Shiar
**Whereabouts:** Starfleet Academy, Earth
**Known Accomplices:** None
**Activities:** Providing information to the Romulans, spreading disinformation to SI trainees

The Romulans are the Federation's oldest enemy. Although relations are better now than they have been, the Romulans have had a long time to develop their intelligence network within the Federation. One of their most secret and insidious plans began over a century ago, shortly after the creation of the Neutral Zone. In the last days of the last Romulan-Federation war the *Tal Shiar* kidnapped several humans and brought them back to Romulus. There they used the humans to provide fertile eggs so the *Tal Shiar* could raise its own humans. Just how long this program lasted remains a tightly guarded secret. Eventually the Senate discovered this and shut it down, showing that there are limits to what some Romulans will do.

The *Tal Shiar* used most of these humans in amoral and disturbing scientific experiments, but some were raised in caring and nurturing environments. These young humans grew up to love the Romulans and the *Tal Shiar*. They were trained from birth to be the perfect spies, inoculating them with both Romulan and Federation culture so they could seamlessly blend into either society. Then a select few were returned to Federation space with the long-term goal of insinuating themselves into the Federation government and, most importantly, Starfleet.

Wilhelm Garret entered the Federation at the age of twelve. He was found by Starfleet personnel investigating a mysterious attack on a Federation colony near the Neutral Zone. He was one of the sole survivors and claimed to be an orphan. He was adopted by a Starfleet officer and brought back to Earth where he grew up with an apparent love for the Federation and all it stands for. In fact his Romulan training was so deeply ingrained that nothing could break him of his loyalty to the *Tal Shiar*. He attended Starfleet Academy, graduated with honors and served aboard several starships, rising to the rank of Commander. All the while Garret kept a careful diary of everything he saw and

heard, including ship schematics and information about Starfleet battle tactics. Every two years he would pass these diaries on to his Romulan contact.

Now Wilhelm Garret is in an even more delicate position, teaching Starfleet Academy classes on, of all things, counterintelligence and small unit tactics. Garret has instructed whole generations of cadets in what to look for when searching for signs of *Tal Shiar* influence, all of it subtly wrong. No Starfleet Intelligence officer could argue with Garret's teachings, but they are just erroneous enough that the *Tal Shiar* can easily identify and deal with any of Garret's trainees in the field.

Garret still has access to classified information, but more importantly he has made a number of friends throughout Starfleet Intelligence. He keeps his ear to the ground and hears things which he passes on directly to the *Tal Shiar*. Since Garret works out of love for the Romulans (programmed into him since birth), he never has any irregularities in his financial accounts or obsessively guilty behavior (two common signs of a double agent). Not even his wife and children suspect him of his Romulan allegiances. Now that his oldest daughter Kimberly is entering Starfleet, he may have access to a whole new range of intelligence for the *Tal Shiar*. His Romulan masters carefully protect Garret as one of their most important assets. Only a few high-ranking Romulans even know of his existence. Unfortunately, Starfleet suspects nothing.

Recently the *V'Shar* issued a report to Starfleet Intelligence stating there was a marked decrease in SI's effectiveness against *Tal Shiar* operations. The *V'Shar* listed a number of possible reasons for such a decline, including some deficiency in training procedures. No one has yet correlated the drop in effectiveness with Garret's counterintelligence classes at the Academy. If he is ever discovered it may be through this connection. He is too experienced to make any obvious mistakes that would alert SI. Should Garret ever feel he is under suspicion and might be uncovered, he plans to embark on a scorched earth campaign. Garret would gather as much intelligence as quickly as possible and then cause as much damage as possible before trying to escape back to Romulan space along a route the *Tal Shiar* has already planned. He would not allow himself to be captured alive.

**Name:** Sub-Commander T'Voc
**Species:** Romulan
**Intelligence Role:** Romulan Traitor
**Allegiance:** Federation
**Whereabouts:** Romulus
**Known Accomplices:** *V'Shar* informants on Romulus, identities classified
**Activities:** Providing the *V'Shar* and SI with information on *Tal Shiar* activities within the Federation

Although the Romulan Star Empire carefully presents a united front to the rest of the galaxy, all is not perfect within the Romulan government. Like any political body, there are different factions and ideologies within the Senate that constantly conflict. The Romulans enjoy spirited debate and the discussion of ideas. Senators have a fair amount of freedom to dissent as long as they do not show any signs of actual disloyalty to the Empire. As much as they may like debate, the Romulans place patriotism above all else. There are some, however, who place ideology above loyalty, individuals who feel the system is corrupt and must be overthrown. Sub-Commander T'Voc is one such individual.

T'Voc comes from a distinguished Romulan family with more than a dozen senators and two Praetors in its history. T'Voc himself has always been very proud of his heritage and is a great student of Romulan history. He published several monographs about various historical topics, all of which were well received in academic and popular circles. A career military man, T'Voc always appeared to be the scion of the Romulan tradition. He rose through the ranks quickly, showing bravery and cunning in a series of battles, some of which made him famous in military circles. T'Voc was leading the Romulan dream life with an eye turned toward the Senate and possibly even the Praetorship.

All that changed, at lest in his own mind, when he transferred for a tour of duty with the *Tal Shiar*. T'Voc had always respected the *Tal Shiar*, but from a distance. He knew nothing of the intelligence organization's methods but he appreciated their results. Caught up in visions of the glorious Romulan past and somewhat outdated concepts of honor and patriotism, T'Voc had a rude awakening when he discovered the *Tal Shiar's* true methods. Hidden cameras in senators' offices, innocent people picked up on the streets for questioning, and unexplained disappearances were all matters of course for the *Tal Shiar*. For T'Voc they were abominations.

A good solider to the end, T'Voc served out his term in the *Tal Shiar*, growing more and more disgusted each day. Privately he began to express some of his concerns about the *Tal Shiar* to friends and family members. He never said anything treasonous, but his meaning was clear to those who knew him. One person who learned of his discontent was Lerok, a *V'Shar* informant posing as a Romulan businessman. Lerok approached T'Voc and over a period of months won the Sub-Commander's trust and friendship. Then, one drunken night, Lerok made his offer: Would T'Voc be willing to provide information about *Tal Shiar* activities in the Federation to curtail the evil festering within the heart of Romulus. T'Voc agreed on the condition that he would never provide information that could be used to invade or attack Romulan space.

Since that fateful night T'Voc has provided the *V'Shar* and Starfleet Intelligence with a steady stream about *Tal Shiar* activities in the Federation. He still refuses to reveal any Romulan military data, but he has given information that led to the capture of more than a dozen *Tal Shiar* operatives and paid informants. He also helped save several *V'Shar* agents in danger of being arrested as spies on Romulus. T'Voc sees himself as undoing the *Tal Shiar's* wrongs. His

ultimate goal is to bring shame down on the *Tal Shiar* so that Senate could decide to reform the agency and strip it of its much-abused power.

T'Voc has recently signed on for a second term of service with the *Tal Shiar,* something that surprised many of his friends. He claims he now sees the agency's importance and decided to do his best to help the *Tal Shiar* achieve its goals. Many believe this action is only a prelude to T'Voc making a move into politics. The *V'Shar* is not sure what T'Voc would do should he some day be elected to the Senate. Would he still provide information to the *V'Shar*? Only time will tell.

The *Tal Shiar* knows it has a mole in its ranks, but it has no clue to the mole's identity. T'Voc is certainly not at the top of their list of possible spies. His reputation is too spotless. None of his friends ever reported his disparaging comments about the *Tal Shiar*. The *V'Shar* has encouraged SI to undertake an operation designed at throwing suspicion on innocent members of the *Tal Shiar* in hopes of both protecting T'Voc and causing discord within the intelligence agency's ranks.

**Name:** Lam
**Species:** Ferengi
**Intelligence Role:** Smuggler
**Allegiance:** To Himself
**Whereabouts:** Various locations
**Known Accomplices:** Various agents of the Obsidian Order, Tal Shiar, SI, the Orion Syndicate and the Maquis
**Activities:** Smuggling illegal goods, enemy intelligence agents and weapons for the highest bidder

The Ferengi have made quite a mark in the scant decade since first contact with the Federation. This should not surprise anyone who knows them, since more than anything the Ferengi know how to exploit a new market. One of the first to venture into the Federation economy was a Ferengi named Lam. An ambitious Ferengi from a long line of ambitious failures, Lam was determined to succeed where his forebears had failed. In fine Ferengi tradition he sold off his childhood possessions to set himself as a businessman in the Federation.

Lam began with a small import/export company called (rather unimaginatively) Lam's Import/Export. For the first few years Lam would transport anything anywhere, but was just barely making ends meet. Certainly he was in no danger of suffocating under a pile of his own latinum. Lam had the same problem many Ferengi initially encountered within the Federation. Strict trade and fraud laws made it difficult to do business the Ferengi way. Lam spent as much time in the law courts defending himself against fraud claims as he did transporting goods. Frustrated, Lam almost turned tail and headed back home.

Then something truly fortuitous happened. An Orion client of Lam's asked him if he could get him some Romulan Ale. Lam replied that the import of Romulan Ale into the Federation was strictly prohibited. When the Orion said that he wondered if Lam could get it anyway, a light suddenly came on in Lam's head. He hastily assured the man he would deliver a case of the finest quality Romulan Ale in a week but could give the man a real bargain if he ordered three cases. A deal was struck and Lam was in the smuggling business.

From those first cases of Romulan Ale Lam has developed his business into a thriving black market supplier. He moved on from liquor to drugs, bootleg holonovels, Cardassian artifacts, and anything else that might fetch a high price and could not be found at your local market. Five years later Lam controls a mighty smuggling empire. He owns two dozen ships ranging in size from huge bulk freighters to nimble blockade runners. He is estimated to be one of the wealthiest young Ferengi in the Federation, although he keeps so much of his financial information secret it is hard to be certain.

Lam has his run-ins with the law now and then, but he is smart enough to keep a safe distance from anything that could get him into serious trouble. He makes most of his deals in regions of the Federation where the application of laws is a little less stringent and local officials are more likely to appreciate a small token of friendship. He has also branched out into numerous legal enterprises, including casinos, legal imports and even an extravagant passenger ship called Latinum's Luxury.

The secret to Lam's success is his ability to build and maintain relationships with the most disparate people. Lam is a very personable, pleasant Ferengi, traits not normally associated with the his race. Deep down he can be as crude and disgusting as anyone, but he knows how to put on a thick coat of good will when he needs to. He has contacts throughout the Alpha Quadrant who respect him, sell him reliable information and serve as valued customers. His ships can slip in and out of Federation, Romulan, Cardassian and even Klingon space, carrying contraband with seeming impunity. Lam was on the top of the world until he made what may prove to be a fatal mistake.

Starfleet Intelligence has long suspected Lam has occasionally transported Romulan and Cardassian agents into Federation space. This only makes sense since he has also helped transport Starfleet agents into Romulan and Cardassian space. SI is willing to overlook some of Lam's minor transgressions as long as serves them and does no harm. Recently there have been allegations that Lam is smuggling weapons to the Maquis. While this may be profitable, it is foolish as well. Starfleet Intelligence no longer works with Lam and has cracked down on even the slightest infringement. It is currently investigating allegations of Lam's support to the Maquis. If SI agents find any proof of Lam's involvement with the Maquis they would immediately arrest him. This is probably a kinder fate than what the Cardassians would do to him if they found out he was involved with Maquis.

**Name:** Talus Rinn
**Species:** Orion
**Intelligence Role:** Businesswoman
**Allegiance:** Orion Syndicate
**Whereabouts:** Unknown, possibly the Rigel system
**Known Accomplices:** Various members of the Orion Syndicate
**Activities:** Assassination, gun-running, smuggling, theft and numerous other illegal acts

Talus Rinn is a name long known to Starfleet Intelligence. Although they have known the name for a long time, SI has little else besides rumors, urban legends and a single thirty-year-old picture. Rinn is notorious as one of the most important crime bosses in the Orion Syndicate, or at least that is her reputation. Presumably, like most of the leaders of the Syndicate, she is from either Betelgeuse or Rigel, but that cannot be confirmed. She is not a citizen of the Federation, and has not been seen in public in living memory.

Although SI knows nothing for certain about this woman, any low level criminal on the street can tell her whole story. She is a legend among the less savory elements of the Alpha Quadrant. Supposedly Rinn began her career as a low-level enforcer and occasional assassin for the Syndicate. Despite her small stature, she was apparently amazingly strong and, more importantly, intelligent. She had a way of knowing exactly what an opponent was going to do next and countering that action before the opponent even realized what was happening. The story goes that Rinn herself killed over four dozen people in the three years she worked as a hired killer. Then she got out of the murder business, knowing that the real money lay higher up the chain of command.

Rinn became a lieutenant to one of the Syndicate's local mob bosses on Rigel IV. There she showed her head for business in innumerable ways. Her biggest coup was pulling off an operation that helped establish the Orion Syndicate in the legitimate world as well as the criminal realm. Through blackmail, force and theft she managed to obtain secret information on a new warp coil innovation that a scientist on Rigel IV was developing. She stole the plans and filed the patent before the scientist who invented it could–which wasn't hard since she and her associates were all dead. Rinn made a quick fortune for herself by selling the innovation to Nausicaans, Breen, and Udori (using a dummy corporation and several front men).

Making tons of latinum from the sale earned Rinn a promotion within the Syndicate ranks and a name for herself. She followed this achievement with a series of criminal enterprises just as ambitious and daunting. Rinn involved herself in everything from fixing local elections to smuggling arms to brokering the assassination of world leaders. Some even blame her for the Klingon Civil War but no proof exists. As with all stories about Rinn, one has to take them with a grain of salt.

Recently Rinn earned for herself the eternal enmity of a large Ferengi conglomerate which she managed to beat out in a deal to handle all the recycling and replicator contracts for the newly opened market on Bajor. The Orions and Ferengi had both been dealing with the Cardassian occupation force and the Bajoran government was not eager to work with either group. Rinn is supposedly responsible for a plan in which the Ferengi conglomerate was implicated in a number of ecological disasters on Bajor, events which Rinn herself engineered. The provisional government fell for Rinn's ruse and the Ferengi were practically chased of Bajor.

Rinn has also been linked to the current Cardassian government. She is supposed to have offered to help them solve their Maquis problem, although she is apparently asking an outrageous price for her services. The offer supposedly included information from Starfleet Intelligence's computers on all known and suspected Maquis sympathizers as well as a promise to have each and every one of them murdered. Whether or not the Cardassians excepted such an offer, or if indeed such an offer ever took place, remains to be seen.

Starfleet Intelligence would very much like to learn more about the mysterious Rinn. There are some in SI who do not even believe she really exists. Rumors state that she bases her operations out of the Rigel system, but there is no confirmation. She is said to employ close to a thousand Orion thugs, thieves, assassins, smugglers, bankers and operatives. No one has ever gotten close to her, but the SI team that succeeded would have their careers assured for many years to come. Unfortunately operatives assigned to the Rinn case disappear at an alarming rate.

**Name:** Theilon
**Species:** Andorian
**Intelligence Role:** Rumored to be *Am Tal* Operations Section Chief
**Allegiance:** *Am Tal*
**Whereabouts:** Andoria
**Known Accomplices:** Suspected *Am Tal* operatives
**Activities:** Supervising Andorian intelligence operations

Starfleet Intelligence has long suspected the Andorians maintained a highly secret security bureau called the *Am Tal*. Rumors abound of the *Am Tal* Operations Section chief, Theilon, tales typical of those about the mysterious agency. As a young boy, Theilon apparently chose to apprentice himself to the *Am Tal*, a decision his family opposed but which the *Am Tal* heartily endorsed. The *Am Tal* supposedly accepts very few apprentices, but the young Theilon had shown a great natural acumen and a gift for intelligence-oriented thinking: deceiving, dissembling, and obfuscating. So he left his family home and took up permanent residence within the secret corridors of the *Am Tal*. Sixty years later he is still there, the shadowy head of the agency's illegal operations.

According to legend, the *Am Tal* raised Theilon to

be the consummate intelligence operative. He was taught the intricacies of intelligence gathering, running spy networks, interrogation, sabotage, abduction and assassination. During his first twenty years of service Theilon is said to have undertaken hundreds of missions for the *Am Tal*, both inside and outside Andorian space. His reputation grew when he volunteered to have his antennae surgically removed so he could go undercover and root out a Romulan spy who had been operating on Andoria. Myths about the *Am Tal* claim only six individuals agreed to make such a sacrifice for their people.

His two operational decades were but a prelude to his current position, which he has held for forty years. As Chief of Operations, Theilon is personally responsible for the planning and execution of all *Am Tal* operations. His success rate is beyond compare in the annals of the *Am Tal*. It is said the mysterious council governing the *Am Tal* has offered him the directorship of the entire agency on numerous occasions but he always declines it. Theilon supposedly lives for operations and cares little for analysis or internal security. His legendary success as a leader comes from rumors that he himself has done everything he is ever likely to ask his agents to do. He claims to have gone under cover, tortured prisoners and assassinated heads of state. Others whisper he possesses an amoral nature. He does anything he feels necessary to get the job done.

Recent turmoil within the Orion Syndicate is supposedly a result of Theilon's personal campaign against the criminal organization within Andorian space. A number of bloody mob wars across Andoria have put many local crime lords dead in the streets. Many credit Theilon and the legendary *Am Tal* with starting this war and manipulating events so Syndicate members kill each other off. During these underworld conflicts several suspected Syndicate leaders simply disappeared. Many suspect Theilon had them abducted and has been questioning them ever since. Starfleet Intelligence has reason to believe Theilon may even have forced these Syndicate leaders to reveal the location and identities of several of the Syndicate's highest leaders. The Andorian government continues denying the existence of the *Am Tal* or its Operations Chief.

Theilon has worked in the shadow of Starfleet Intelligence his whole career. He knows how to cover his tracks so no blame can fall on him or the *Am Tal*. Theilon is rumored to have acquired quite a bit of data about every living Andorian politician and many others in the Federation. Fear of what Theilon might know keeps many from even investigating rumors about the *Am Tal*. The fall of several Andorian politicians might be blamed on actions taken against Theilon or the *Am Tal*. Theilon can call on enough political favors to ensure the election or ousting of any Andorian politician, or so the rumors would have one believe.

**Name:** Kaylon
**Species:** Vulcan
**Intelligence Role:** V'Shar Liaison Officer
**Allegiance:** Federation
**Whereabouts:** Earth
**Known Accomplices:** Various SI and V'Shar analysts
**Activities:** Assisting in joint SI and V'Shar intelligence gathering operations

The Vulcan relationship with the Federation has always been strong and so is the relationship between Starfleet Intelligence and the Vulcan Intelligence Service, the *V'Shar*. The *V'Shar* has a number of liaison officers like Kaylon who serve as intermediaries between the two intelligence agencies. Liaison officers must be qualified in a number of different intelligence fields since their duties may require them to perform any of a number of different tasks. Liaison officers sometimes help SI analysts sort through intelligence data or even act in diplomatic capacities. Although she has only been a liaison officer for three years, the promising young Kaylon has already done all these things and more.

Born and raised on Vulcan, Kaylon has led a life very typical of a Vulcan who serves in the *V'Shar*. Logical and precise like all her kind, Kaylon still showed that extra spark of intuition, imagination and determination that is lost in so many Vulcans. She has a talent for deduction as well as induction and enough faith in her intellect to follow her most educated guesses. These are all important attributes in any *V'Shar* member since the intelligence game does not always conform to the laws of logic. Kaylon's ability to understand the illogical without acting illogically made her the perfect choice for a liaison officer.

After training primarily as an intelligence analyst with cross training in the *V'Shar's* scientific bureaus, Kaylon immediately stepped into her assigned role. Since that day she has hardly spent any time at all on Vulcan. She works on Earth, where the *V'Shar* maintains a liaison office adjacent to the Starfleet Intelligence headquarters. As one of more than fifty liaison officers stationed there, most of Kaylon's analysis duties were pretty routine, at least until recently.

A year ago Starfleet Intelligence suddenly needed *V'Shar* assistance. The *Tal Shiar* had blown open one of the SI spy networks on Romulus. Starfleet needed to rescue as many operatives as possible and wanted to use the *V'Shar's* contacts to help their agents escape. Kaylon and several other *V'Shar* liaison officers accompanied the rescue team into Romulan space. The mission almost proved to be a disaster. Using a Vulcan ship disguised as a Romulan transport, the rescue team entered Romulan space and made it to Romulus. Because the Romulan military would have detected a transporter beam, the team had to shuttle to the surface, find the hidden SI agents, and surreptitiously bring them back.

The whole mission turned out to be a *Tal Shiar* trap. All the SI operatives were already in *Tal Shiar* custody; the security forces were waiting for the rescue team. Moments before the trap was sprung,

Kaylon noticed an inconsistency that alerted her to the true situation. A little more quick thinking by Kaylon turned the trap around on the *Tal Shiar*. The Starfleet-*V'Shar* team not only escaped but captured two *Tal Shiar* prisoners as well. Using codes stolen from the *Tal Shiar* agents, Kaylon led her team back out of Romulan space and home to safety. The *V'Shar* promoted her and Starfleet gave her a special commendation.

Kaylon has been a favorite among Starfleet personnel ever since. SI regularly requests her as a liaison officer when working with the *V'Shar*. Starfleet Intelligence recently asked her to join a special planning committee specializing in coordinating operations in Romulan territory. This is an unprecedented honor for an agent of Kaylon's rank, but she has purportedly made a good showing on the committee. Currently the committee is planning to investigate allegations that there are Romulan spies operating in concert with members of the Obsidian Order. Rumor has it that several cloaked Romulan ships have been helping the Cardassians fight the Maquis. In exchange, the Obsidian Order is sharing intelligence information about Starfleet with the *Tal Shiar*. Starfleet and the *V'Shar* have assigned Kaylon to find out more about this rumor and have given her authorization to form a joint SI-*V'Shar* task force to investigate the matter.

**Name:** Hain Molur
**Species:** Cardassian
**Intelligence Role:** Obsidian Order Operative
**Allegiance:** Obsidian Order
**Whereabouts:** Klingon Space
**Known Accomplices:** None
**Activities:** Passing information about the Klingon Empire to the Obsidian Order

There are few sentient species more dissimilar in the galaxy than the Cardassians and the Klingons, or so both of them would like to think. The Klingons are rough, straightforward and fearsome in battle. The Cardassians think themselves cultured, subtle and also fearsome in battle. From the moment they met, the two races did not get along well. Although the Obsidian Order focuses most of its resources on Bajor, the Maquis and the Federation, it still pays careful attention to events within the neighboring Klingon Empire. Hain Molur, a veteran Order operative, is one of the few Cardassians permanently stationed in Klingon space.

Hain began his career as a political officer aboard Cardassian starships. He represented the Order as a liaison between the military and the Order, but in fact made sure the crew and command staff behaved appropriately. Hain, a gregarious man, made friends with his crews quickly, overcoming their initial distrust with a friendly smile and a shared aside. The Order teaches that one may hide a dagger in a smile and Hain took the lesson to heart. He felt little but disdain toward most of his shipmates. While he was joking and relaxing with his crew, he was writing detailed reports of everything they said. Most of this information remains within the Order's files to this day, just in case it should ever become useful again.

After his term as a political officer, Hain moved on to internal security matters on Bajor. There he took command of an Order task force assigned to hunt down Bajoran resistance cells associated with Bajoran religious leaders. Hain knew killing off vedeks as his predecessor had done only strengthened the Bajoran resolve. In his characteristic pattern of behavior, Hain set about trying to befriend the Bajorans, or at least put them off guard. He presented himself as a fop and a drunkard and eased many restrictions on religious activity. The Bajorans grew complacent and eventually some of them even grew to accept Hain, at least provisionally. Then he struck. He rounded up several important resistance leaders and their vedek accomplices. Pleased with his performance, the Obsidian Order granted his request to be transferred off Bajor, a place he inwardly loathed.

Now Hain was free to move into the field where he would shine brightest of all: deep infiltration. After the Cardassian occupation of Bajor, the Obsidian Order turned its attention elsewhere. Both the Federation and Klingons represented possible threats. Hain spent a year planning for his next assignment: infiltrating the Klingon Empire. He orchestrated the mysterious disappearance of a low-level but promising Klingon officer named Jolesh. Through a variety of methods, including false holographic environments, Hain managed to strip Jolesh of every piece of information he needed to assume the Klingon's identity. Surgery was the final stage for him to assume Joresh's identity.

Hain then entered the Klingon Empire as if he had escaped from some terrible prison. His cover story even included being captured by the Obsidian Order and tortured. The Klingons accepted his story and allowed him to return to his military duties. Since then Hain has served in the Klingon military as a loyal and capable officer. Special surgical implants allow him to drink barrels of bloodwine without getting too drunk. His knowledge of Klingon culture and language is flawless. Hain as Joresh has loudly declared his burning hatred for the Cardassians and his desire to take vengeance upon them. His commanders respect this and have promoted and transferred him to positions where he has access to Klingon information and plans dealing with the Cardassians. Joresh is now second-in-command on a Vor'cha-class attack cruiser.

Recently Starfleet Intelligence has become aware of a Cardassian spy within the Klingon military structure. Information passed on in secret from SI to the Klingons was later found in the database of a captured Obsidian Order agent. The most logical explanation is that there is a mole in the Klingon Empire. The Klingons were not pleased when SI informed them of this leak, but they have taken the message to heart. Gowron has asked for Starfleet advice in uncovering the agent since SI has much more experience with the Cardassians than the Klingons do.

**NAME:** TAYEN PELLOR
**SPECIES:** BAROLIAN
**INTELLIGENCE ROLE:** INFORMATION PEDDLER
**ALLEGIANCE:** UNKNOWN
**WHEREABOUTS:** VARIOUS LOCATIONS
**KNOWN ACCOMPLICES:** VARIOUS
**ACTIVITIES:** GATHERING INFORMATION FROM CONTACTS AND SHARING IT WITH CONCERNED PARTIES

Starfleet Intelligence likes to put everyone and everything into discreet categories: threats, allies, sources. Most of the galaxy fits into one classification or another. Unfortunately for Starfleet's more categorically minded analysts, there are those few beings who defy classification. They're designated "Unknowns," something all SI analysts do not like to think about. Tayen Pellor is one of these unknowns.

Tayen Pellor is a Barolian who has spent almost no time in Barolian space. Born to a mother with a penchant for traveling and getting into trouble, young Pellor spent most of his formative years moving from one system to another. His mother made a living variously as an entertainer, smuggler, merchant and journalist; Pellor learned a lot about all these things. When he was old enough, Pellor set out to find his own adventures in space. He hired on with a freighter crew, worked mines on half a dozen worlds, bought and sold grain futures for a while, and eventually saved enough money to buy his own ship.

As far as anyone knows, Pellor has always stayed just barely on the right side of the law. He has never been convicted or even accused of smuggling, bribing an official, or any of the other offenses one associates with free traders. At the same time he is often seen in public with some of the most notorious individuals in the Alpha Quadrant, from Ferengi arms merchants to reputed mob bosses in the Orion Syndicate. Pellor seems to transcend all social boundaries as well. One week he is stinking drunk in the lowest class bar on Rigel XII, and the next he's a guest of honor at the Vulcan Embassy on Earth. He has even been rumored to have friends among the Cardassians and the Maquis.

At fifty-four years of age, Pellor is just coming into his prime as a Barolian. He is handsome by most standards, and very personable, smart, and perceptive. Pellor has an amazing tolerance for alcohol. These traits won him innumerable friends across the quadrant. As far as anyone can tell, Pellor has no source of regular income; he does not need one because his friends are always offering him a place to stay, something to eat, or a little money to tide him over. One SI analyst calculated that if Pellor wished to visit each of his recorded "good friends" for just a day it would take him over a year, not counting travel time.

Pellor confuses Starfleet Intelligence precisely because he transcends all boundaries and yet seems to be working for no one. This in and of itself is not enough to pique Starfleet's interest however. SI would probably pay the Barolian little notice except that every so often Pellor approaches a Starfleet officer with some extremely valuable piece of information that he "happened to overhear." Recently he tipped off Starfleet that one of its contractors was actually working for the Orion Syndicate. A few years ago he hinted that the Cardassians might have a spy somewhere on Starbase 11. His tips invariably prove to be one hundred percent accurate.

Starfleet Intelligence has tried continuously to recruit Pellor into their ranks as a paid informant, but the Barolian shows no interest in money or working for the Federation. He likes to come and go as he pleases and asks nothing in return for the information he shares. This charitable attitude alone is enough to arouse the suspicions of many within SI, but there is no proof he is involved in any activity harmful to the Federation. For now Starfleet Intelligence simply lets him go about his business and hopes he has uncovers something new for them.

Almost all Barolians are born identical twins, single births being regarded as highly unusual. Barolian culture reinforces a close bond between siblings; they tend to marry in pairs, with both couples setting up housekeeping together, and often both go into the same profession. Barolian social structure is based on the group of four adults plus children. Twins tend to grow up very close in personality, aptitude and preferences. According to his dossier, Tayen has a twin brother, although, mysteriously, Starfleet has been unable to find any information on this man. SI would like to learn more about this brother, including his name and current whereabouts.

One analyst has noted that although Pellor seems to travel almost everywhere in the Alpha Quadrant, he never enters Romulan space. This is odd because the Barolians are one of the few races with regular access to the Romulans. One would think that the beauty of a world like Romulus would attract someone as stricken with wanderlust as Pellor. Once a Starfleet officer casually questioned Pellor on this subject and he replied that he had no real interest in the Romulans. Some in Starfleet suspect he may have had a run-in with the Romulans or that he committed a crime in Romulan space. Others feel he is purposefully avoiding Romulan space because he is actually employed by the *Tal Shiar*. There is no proof for either theory, but Starfleet may decide to investigate the matter further at a later date.

**NAME:** LIEUTENANT COMMANDER REYNALDO HARRIS
**SPECIES:** HUMAN
**INTELLIGENCE ROLE:** SI OPERATIVE
**ALLEGIANCE:** FEDERATION
**WHEREABOUTS:** VARIOUS LOCATIONS
**KNOWN ACCOMPLICES:** VARIOUS SI INFILTRATION TEAM MEMBERS
**ACTIVITIES:** COVERT INFILTRATION AND EXTRACTION

Reynaldo Harris has become a legend in his own time. Fortunately fame is not something Harris seeks—the only people who know his legend are

the few individuals with highest security access within Starfleet Intelligence's Operations division. Harris is the consummate SI operative: intelligent, resourceful, daring, and scrupulous. He is one of a rare breed, even within Ops. He specializes entirely in missions of covert infiltration and extraction. When agents find themselves in trouble behind enemy lines, Harris and his fellow officers get them home safely. When a listening device has to be placed in the middle of hostile territory, Harris and his team slips in and out before anyone notices. Reynaldo Harris has made a career of going places others cannot.

Harris comes from a long line of wealthy entrepreneurs and colonists, the esteemed Delgado-Harris family. With many relatives and ancestors in Starfleet and the Federation government, Reynaldo felt a certain pressure to make something of his life. The choice of Starfleet was pretty obvious since he was always too gruff and straightforward for politics. The decision to join Starfleet Intelligence was more of a surprise. Harris found that life on board a ship did not suit him. He loves the urban life too much, like being around other people. He found starships too claustrophobic and the social scene less than stimulating. SI offered him a chance to serve the Federation without shipping out for months on end. His family supported his decision, knowing that their son would find a place for himself and make his name there.

Harris has worked in Ops from the beginning of his Starfleet Intelligence career. Originally he served as a planning officer, helping to prepare other agents for missions. Although this gave him plenty of leisure time to explore the local social scene, he soon grew bored with office work and applied for a transfer to a more active tour of duty. His superiors were skeptical of the young socialite. They required Harris to pass more than the usual number of qualification tests for active Ops duty. Harris surprised them all, performing extraordinarily well in all their test simulations. He displayed a gift for dealing with situations in the most unpredictable ways. His superiors honored him by giving him his choice of assignments.

Harris decided he liked undercover work the most. Eleven years later he's still there. Harris never really cared for much of the work that makes up a normal spy's life. He is not particularly good at gathering information, running a spy network, or working undercover for long periods of time. Harris does excel at getting in and out of places and situations with grace and speed. He soon found his niche as the leader of a quick insertion team. Alone or with his team Harris can slip onto a planet, blend in with the locals, extract a contact or drop off an operative and then disappear. In this capacity he has traveled across known space and helped bail out dozens of missions on the brink of failure.

The Delgado-Harris family has always had a profound respect for the Federation and its laws. Those ideals were inculcated into Reynaldo as a youth. Since Starfleet does not engage in so-called "black ops" like kidnapping or assassination, following his moral code is seldom a problem for Harris. He does not willingly break Federation laws. He has no qualms about infiltrating Romulan or Cardassian space to rescue SI agents in danger, but he does not kill or attack unless there are no other options. He does not even like to carry weapons if he can avoid it. He says a phaser just distracts from your ability to think clearly. It becomes a crutch for you if you always think you can blast your way out as a last resort. Better to leave such distractions at the firing range.

Personally Harris is a very engaging, even funny person. He has developed quite a talent for mimicry, an essential ability in his duties. He speaks fluent Romulan, Klingon, Cardassian, Vulcan, Bolian, Ferengi, and Andorian. He has undergone surgical alteration of his appearance more times than he cares to remember. Harris tries to keep as low a profile as possible, and few outside his immediate family and superior officers know what he does. This secrecy helps him maintain the anonymity he relies on in his infiltration ops. He has at least half a dozen alternate identities he keeps active at any one time. Many people have met him in several different guises and never known it.

**Name:** Captain Caelehn Trean
**Species:** Betazoid
**Intelligence Role:** SI Internal Security Advisor
**Allegiance:** Federation
**Whereabouts:** Various locations
**Known Accomplices:** SI Internal Security officers
**Activities:** Interviewing and questioning suspected SI security leaks

In an organization as complex and sensitive as Starfleet Intelligence, there must be some way of monitoring its internal workings. SI has access to a universe of sensitive information, data unscrupulous individuals could use for less-than-virtuous ends. The secretive nature of SI's activities causes some in the Federation to distrust it while others simply want to make sure they never have a reason to feel such distrust. Caelehn Trean helps both these groups sleep easier at night.

As a young Betazoid male, Trean never dreamed he would one day leave home and find his life's work within the halls of Starfleet Intelligence. Like most Betazoids, Trean does not like lying. His early career training centered around mental health practices, something that is very important in Betazoid society. On his first voyage to Earth he came into contact with Starfleet Intelligence. While attending a medical conference, Trean received an urgent request to come to SI Headquarters as soon as possible. SI at that time only employed two Betazoids—one of them had suffered a complete mental breakdown. Starfleet had no qualified Betazoid medical personnel any-

where near Earth, so they asked Trean to assist them.

Trean successfully treated the psychotic Betazoid (although he retired from service four months later). During the treatment he was exposed to a great deal of classified information. SI had to give Trean a security clearance to allow the treatment to continue. Very few outsiders ever learn the kinds of things Trean discovered during that session. These revelations about the secret world of SI intrigued Trean. He told his Starfleet contacts he would be willing to help out whenever he could. It was not long before SI called on his services again.

Starfleet Intelligence had reason to suspect one or more of its highly placed analysts was giving information to a foreign government. They had a suspect, but after a months-long investigation they had failed to unearth any concrete proof. They were even beginning to doubt their own suspicions. Once again Trean was visiting Earth and happened to have dinner with one of the SI officers he met on his last trip. The SI officer, now engaged in the mole hunt, asked Trean if he would be willing to have a look at the case and possibly interview the subject. Trean was wary at first, but his basic loathing for liars overcame his squeamishness about using his talents on unsuspecting subjects. Trean interviewed the suspect and, as it happened, helped prove the accused officer innocent.

Although frustrated that they had not found the mole, SI was very pleased with Trean's performance. After some budgeting consultation and a brief discussion with Starfleet Command, SI hired Trean as a full-time advisor with a high security clearance. They also gave him the rank of commander (something Starfleet Command resisted) even though he had never actually served in Starfleet. SI thought this rank was vital if Trean was going to do his job effectively: helping root out corruption and traitors within SI and Starfleet itself.

Ten years later Trean is still at his post, winning a promotion to captain along the way. He tries to keep a low profile, but now his reputation often precedes him. He is famous for his soft and subtle touch when questioning a subject. He never gets angry, never raises his voice, and seldom even frowns. At the same time he keeps a certain clinical distance from his subjects, giving none of his own thoughts and feelings away. Many people whom Trean interrogates do not even realize they've been interrogated until it is over. They simply think he is trying to assure them with small talk when in fact he is prying their every secret from them.

Trean operates throughout all of Federation space, anywhere where SI suspects its own of some sort of duplicity. On occasion he has also been known to interrogate individuals outside of Starfleet. Trean has debriefed prisoners several times, although he finds the process distasteful. Nevertheless, he has a remarkable success record; more and more departments are putting pressure on Internal Security to make his talents available to them.

**Name:** Filice Marson
**Species:** Centauran
**Intelligence Role:** SI Analyst
**Allegiance:** Federation
**Whereabouts:** Alpha Centauri
**Known Accomplices:** None
**Activities:** Analyzing data for SI

No one in Starfleet has had more impact on galactic events without ever leaving home than Filice Marson. The grand old dame of Starfleet Intelligence, Filice Marson ranks as one of the great all-time thinkers in Federation history, and most definitely the most brilliant mind ever to work for Starfleet. A Centauran, Marson has never ventured from her homeworld, not even for the short trip to Earth. She prefers the quiet and solitude of her family estates on Alpha Centauri. Besides, if she ever needed to get away for a while, there's always her private holosuite.

Filice Marson began her career as an author. While still in her early twenties she wrote a brilliant series of wildly popular entertainment programs that made her famous beyond anyone's expectations. Forty years later titles such as Death Comes in Pairs and The Icarian Agenda are still considered classics; millions enjoy them for the first time each year. Although her storytelling is brilliant, the intellectual aspects of Marson's work make it popular. Marson has the rare ability to mentally project herself into anyone's mind, to think like they think. More importantly, she can then usually out-think someone, guessing what they are going to do before they even know it themselves.

Marson's gifted intellect did not stay restrained to entertainment outlets for long. She made her debut as a criminologist and student of social patterns in a most public manner. A series of murders on Alpha Centauri shocked the public and baffled the local authorities. Using only what she learned from the press, Marson declared she knew the murderer's identity. When the man she suspected tried to kill her, everyone knew she was right. After his arrest he confessed to the whole series of crimes, leading to a lifetime of incarceration for himself and a new career path for Filice Marson.

Although she continued to create entertainment products, Marson also became a regular consultant for the Centauran government. First she worked on a number of murders, but the few homicides on Alpha Centauri bored her. It took an offer to become involved in Federation affairs to get Marson truly intrigued by something besides fiction. She consulted a number of tricky treaty negotiations, impressing not only the Centauran government but Starfleet with her analytical ability.

Working for Starfleet was a dream job for Marson. Her royalties paid for a lavish home with every possible convenience except mental stimulation. She offered Starfleet a deal. She would gladly work for

them as an analyst if she could work from home. Having witnessed first-hand her powerful intellect, Starfleet agreed. Marson has since moved on from analyzing isolated events to examining general trends. Although she has a mind for details, detail work is not her specialty. She has proven much more accurate than Starfleet's computer models at predicting the actions of the Romulans, Cardassians and even, too a very limited extent, the Borg.

Marson's home is equipped with the latest security measures Starfleet has to offer plus a full holosuite which she uses to simulate situations she's analyzing. She is cleared for access to absolutely every piece of information Starfleet Intelligence has to offer. The more she knows, the more accurate her reports back to Starfleet. Although SI uses Marson frequently, there are some in the Federation who are wary of her involvement. The Vulcans in particular find Starfleet Intelligence's reliance on her somewhat disquieting. Unlike her Vulcan counterparts, Marson relies on intuition, guesswork and even gut feelings. She is completely capable of grasping the illogical mind, something the Vulcans have a hard time comprehending. Still, the Vulcans cannot deny that her conclusions often prove correct. SI is content to be happy with the results.

Marson is affectionately known as the "Old Woman" of Starfleet Intelligence. Many officers dream of the day when they can work with her on an operation. She is both very busy and very much in demand, so she gets to choose which cases she works on. Since she holds no official rank in Starfleet, SI is always very careful to make sure they do nothing to offend her. She can be somewhat eccentric-more than one young officer has found himself thrown off guard while working with her. She sees right through most people and has a wicked sense of humor which sometimes borders on the cruel. Working with her can be quite a trial, but the results are almost always worth it.

# 9 Espionage Campaigns

The *Star Trek: TNG RPG* focuses on the television series. Most action is based aboard the *Enterprise-D*, with characters occasionally participating in intelligence missions for Starfleet. The television episodes about espionage operations gave members of the *Enterprise* crew a chance for some good character development and an exciting storyline away from their ship. (Take a look at "Chain of Command, Parts I and II" and "Unification, Parts I and II" for good examples.) Narrators can easily spend a game or two involving characters in similar intelligence missions. This is a great way to offer characters in a regular campaign the chance for some espionage action away from their regular duties.

Some players might want to develop an entire SI operations team. Sometimes it's best to plan an entire campaign around Starfleet Intelligence characters—to play a campaign based entirely around espionage operations. This chapter provides some guidelines for running espionage-oriented campaigns, both within the realm of a regular Starfleet game and a customized Starfleet Intelligence story arc.

## Standard Characters On Espionage Missions

*Star Trek* history is rife with examples of line officers being assigned to short term espionage missions. Captain Kirk violated the Romulan Neutral Zone to retrieve a cloaking device; Starfleet sent Captain Picard into Romulan space in search of Ambassador Spock; even Ro Laren and Sito Jaxa were tapped to go on espionage missions (in "Preemptive Strike" (TNG) and "Lower Decks" (TNG), respectively). In each case, the officer possessed some specialized knowledge or experience, making them more qualified than a typical Starfleet Intelligece agent. This provides a useful rationale for sending the Crew on a one or two episode long espionage adventure: A Bolian character might be sent to infiltrate the Bolian Separatist Movement; a character's former classmate may be an important operative in the Maquis; or an assassin could target one of the Crew on orders from the Orion Syndicate. Why should the spies have all the fun?

### ESPIONAGE CHARACTERS IN STANDARD CAMPAIGNS

Since operatives' missions are often nothing like those assigned to typical Starfleet officers and ships, trying to include an SI character aboard a regular starship is difficult. Unless his ship is frequently assigned to support espionage missions, the agent character often has little or nothing to do compared to the other characters. There's not much need for an intelligence specialist on missions like colony establishment and support, charting a new star system, or ferrying diplomats to peace conferences.

This is not to say that a graduate of the Intelligence Operations School would be useless aboard a starship. A Narrator who has such a character aboard his campaign's main starship as a PC must be ready for him. This requires some careful consideration and game planning, since the SI character shouldn't be the focus of every story. While the player who runs the espionage agent could have a lot of fun in such a game, the other players could feel slighted and, eventually, become bored. The Narrator must plan stories

which an espionage-oriented character could participate in and contribute to, but not ones which put him center stage for the entire adventure.

Starfleet Intelligence characters on counterintelligence duty could easily be assigned to a starship to ferret out a suspected mole, analyze data, and evaluate new intelligence threats encountered during the starship's tour. This PC wouldn't be limited to intelligence duties; to maintain her cover, she'd probably assume a regular position aboard the ship to blend in, using her espionage skills when the need arises. This is a role best-suited for more advanced roleplayers, perhaps one among the group. Not everyone can be an undercover SI agent aboard the same starship.

Here are some examples of Starfleet Intelligence storylines which could be integrated into a starship-based campaign:

NEUTRAL ZONE OR DEMILITARIZED ZONE PATROL: Monitoring the Romulan Neutral Zone, Cardassian Demilitarized Zone or similar borders can provide the perfect opportunity for an espionage character to contribute to an adventure. There are signals and images to review, enemy movement patterns to analyze, and perhaps even enemy outposts to infiltrate. At the same time, there are plenty of mission aspects involving regular Starfleet characters.

FIRST CONTACT: First contact missions involve several activities in which a Starfleet Intelligence officer can participate. The Crew must watch the subject race for some time to learn about its society, culture and language. Espionage agents, who are trained in surveillance techniques and psychology, are well-suited to such work. It's often necessary for Starfleet officers to infiltrate the society in disguise to approach one or two key citizens and reveal their origin and purpose. Few in Starfleet are better at infiltration than a trained Starfleet Intelligence officer.

PEACE CONFERENCES: What better place than a peace conference for an enemy spy, assassin or terrorist to ply his trade? And thus what better place for a Starfleet Intelligence officer to use his counterintelligence skills?

SCIENTIFIC AND TECHNICAL DISCOVERY: Starships are often asked to assist Federation scientists with their experiments, whether that means ferrying them out to a neutron star for analysis or testing a new and improved warp propulsion system. This means Threat races like the Romulans and Cardassians are going to try to find out about those discoveries. Counterintelligence measures could help keep these Federation advancements from the hands of its enemies.

At the same time, the person playing the SI agent must build his character with other missions in mind. The majority of a starship's assignments are going to have little or no connection to espionage at all. The SI character must have skills and abilities applicable to non-espionage situations. Perhaps he's trained for security work in addition to his espionage duties. Maybe he's a skilled navigator who just happens to have attended the Intelligence Operations School. Or perhaps the skills he learned during espionage training carry over to more mainstream missions. However it's accomplished, the spy must be able to work with his fellow Crew members in non-espionage situations.

## CONVERTING AN EXISTING CAMPAIGN

In some cases, Narrators may wish to convert an existing ship-board game to an espionage-oriented campaign. This is a good way to spice up a stagnating story arc or give the players new focus for their characters. If exploring the galaxy has become a bit stale for everyone, some time in the cloak-and-phaser world of intergalactic espionage might liven things up.

Converting an existing campaign works best when the Crew members are personnel who could easily be transferred to new duties. If the Crew includes a captain or other high-ranking starship officers, this might become a little more difficult. In that case, the Narrator may have to destroy, or substantially damage, the Crew's ship to give them a reason to try some other line of work (at least temporarily). Otherwise, the character should have some justification for an assignment to espionage work, such as specialized knowledge. Players running such high-level officers might create new characters instead, especially if

the players might return to starship duty in the future. If the Crew previously had success with an espionage-oriented mission or two, perhaps Starfleet could reassign them to such duties permanently.

If the Crew lacks formal espionage training, Starfleet would definitely send them to the SI operations school for additional instruction and preparation. To simulate this, the Narrator may have the characters pay Experience Points for the skills listed in the "Intelligence Operations School" Tour of Duty option from the Starfleet Intelligence Characters chapter in this book-or he may simply give the Crew members those Skills for free. In either case, life at the Intelligence School is likely to be interesting, and might inspire a scenario or two.

## Running And Maintaining An Espionage Campaign

A campaign which focuses on the exploits of Starfleet Intelligence operatives is very different from one which centers on regular Starfleet officers. The typical campaign structure and adventures don't always work so well when you're running a Mission Team instead of an Away Team. There are several things Narrators should keep in mind when planning and executing such a campaign.

### GIVING UP THE SHIP

The biggest difference between the Starfleet Intelligence campaign and most *Star Trek: TNG RPG* campaigns is that espionage games usually do not center around a ship. The typical game tends to involve the crew of a single starship, whether it's a huge *Galaxy*-class ship or a smaller vessel. The PCs are crew members, and their adventures revolve around things which occur as the ship travels from one end of the galaxy to the other.

Espionage games usually focus on a specific group of characters (a Mission Team) and the specific types of operations-espionage missions-they perform. Mission Teams go wherever they are assigned and do what they're told; their adventures don't occur randomly or as the result of some accident or unexpected occurrence. Their assignments dictate where they go and what objectives they're to achieve. Travel is secondary to the main mission they must perform. They don't "just happen" to encounter a strange energy pattern, derelict ship or other plot-spawning event while traveling the galaxy the way a typical starship does (though how an espionage team dealt with such a situation might make an interesting break from the usual campaign routine).

Narrators who wish to run an espionage campaign must give up the linking element of the starship. This means characters won't have access to a starship's enormous resources. They can't use the ship's tractor beams, laboratories, weapons or personnel to get their job done. Similarly, the Narrator won't have access to story seeds a starship generates. He can't run episodes based on malfunctioning warp drives, explorations of strange stellar phenomena or encounters with ultra-powerful beings like Q. Instead the Narrator and characters get the linking element from the type of missions they perform. The Narrator knows he has to design stories for which the characters are suited, and this often makes his job easier. It can also help the Narrator focus on long-term stories rather than one-shot episodes.

Lacking a starship, the characters in an espionage-oriented campaign are probably going to need to establish bases or safehouses. A base is the place where the characters go between missions to train, relax, study and prepare for the next operation. It can be as simple as a tiny listening outpost on one of the Federation's borders, or as complex as a section of a major starbase or quarters in a Federation embassy. A safehouse refers to a place in the field where agents can hide if need be. Safehouses range from lavish penthouse apartments rented by agency sympathizers to vermin-infested offices in abandoned warehouses. Their principal asset is their anonymity; the agents are supposed to remain there indefinitely without attracting much attention.

While not as rife with story possibilities as a starship, bases and safehouses provide some excellent dramatic elements the Narrator can exploit. What if someone else working at the base is an enemy undercover agent assigned to keep tabs on the Mission Team? Or maybe someone on the base is a contact for one of the player characters. If parts of the base are open to the civilian public, they may be good places for player characters to meet other contacts. If the base is in or near a Federation embassy, all sorts of intrigue and adventure can occur-surreptitiously, of course-at diplomatic parties and receptions. Even more exciting for the PCs is the possibility of someone watching their base or safehouse. Maybe that scruffy-looking human who's always hanging around near the safehouse is an enemy agent who, if captured, can lead the PCs to his employer-and thus to further adventures.

If possible, the Narrator should let the player characters locate and establish their own bases and safehouses. While Starfleet Intelligence can certainly use its own resources to provide a Mission Team with a base, handing players things like that on a silver platter is never as much fun as making them work for it. Finding their own base could be a good scenario idea once the Mission Team has participated in several operations in a certain area. Starfleet Intelligence might tell them what's needed for a good base (in terms of size, location and resources) and then turn them loose to find an acceptable one.

## STORY ARCS

While single sessions of the *Star Trek: TNG RPG* can be self-contained episodes, longer story-driven campaigns are more rewarding. The same applies to espionage-oriented games. Some may be self-contained scenarios, especially if a gaming group is just thinking about trying a Starfleet Intelligence campaign and would like a preview of the action. Players interested in a campaign enjoy longer, more complex storylines which cannot be played out in a single game session. After all, what's a spy story without a generous helping of betrayal, disinformation, double agents, help from unexpected quarters and other such plot twists? Like a regular campaign, new adventures often emerge from past espionage stories: an old enemy returns to seek his revenge; a trivial clue or piece of information recovered during an assignment proves to be the key to another mission; the result of a successful operation is a change in the political climate which requires the Mission Team to gather more intelligence.

When planning any campaign, the Narrator must prepare a story arc. Games should be planned which last multiple sessions, with plenty of side adventures, plot complications and potential future scenarios. Make sure the players are aware of this and committed to it; few things can be more frustrating than when a single evening's gaming entertainment turns into a multiple-week adventure. The Narrator should suggest the players take notes so they remember important elements and events in the story arc. The players' notes may even provide the Narrator with a few ideas for future missions.

### Mission Team Roles

To run an espionage-oriented campaign smoothly, the Narrator should encourage the PCs to fill the stock character roles found in many espionage stories. If the player characters don't have all (or at least most) of the crucial skills, they may end up relying too heavily on NPCs. Here are some of the main character types the Mission Team might include:

The Aquisitions Expert: This character is an expert at picking locks, defeating security systems, gaining entry to restricted areas and then getting out again unnoticed. In the typical espionage story this character is a reformed criminal-a second-story man "gone straight" who now uses his skills to help the forces of good (possibly because they caught him when he tried to break into one of their facilities). In the *Star Trek: TNG RPG*, that's certainly possible, but even in Starfleet Intelligence it's relatively unlikely a character with a criminal background would be used. If a player genuinely wants to run such a character, the Narrator can have him "approved" by Starfleet Intelligence after he submits to a telepathic scan to verify his sincerity in wanting to work for the organization. Remember, crime in the Federation is relatively rare, and such a character should be, too.

The Computer Expert: In a setting where computers are so commonplace and crucial, every Mission Team needs someone who knows how to work with them. This character is a highly skilled computer operator and programmer. He can break into any system, avoiding or disabling its security features along the way, and get the data the team needs. He often needs the Acquisitions Expert's help to access the proper terminal.

The Weapons Expert: Every Mission Team's luck runs out sometime. When the enemy's security forces turn on the floodlights and force the team to fight its way to safety, the team is glad it brought the Weapons Expert along. He's the one who scored first in his class at the Academy at marksmanship, knows how to use every weapon from knives and bows to phasers, and sleeps with his Type II phaser under his pillow. Since *Star Trek: TNG* adventures often depend on not using force to accomplish goals, the Weapons Expert may feel like a fifth wheel more often than not; but when he's needed, he's really needed. In some cases the Weapons Expert may fill other mission roles as well.

The Communications Expert: This character is in charge of maintaining communication with the ship or base and monitoring enemy communications. He's trained in signals analysis, cryptography, surveillance and bugging, and is often an expert on all sorts of electronic devices and electronic warfare. He typically serves as a backup for the Burglar or the Computer Expert.

The Face Man: Also known as a Trickster or Con Man, the Face Man is an expert at undercover operations. Skilled at acting, disguise, forgery and general trickery, he's the man the team calls on when assumes the role of a Romulan military detachment or Vulcan scientific delegation. He also tends to be good at "scrounging" supplies in the field.

The Femme Fatale: The team's prettiest and most glamorous woman, the Femme Fatale often accompanies the Face Man to complement and even enhance his disguise. But she's more than just a pretty face; she fulfills other mission roles, and is often trained in the deadly arts to protect the Face Man and the rest of her team. Although the name suggests otherwise, men can fulfill this role, as well.

The Analyst: What this agent lacks in fighting and technical skills he makes up for in knowledge. He's the team's walking library and crack researcher, an expert on all sorts of obscure but highly useful subjects. May double with the Computer Expert.

# The Narrator's Toolkit

Narrators who are interested in running an espionage campaign should also refer to the ***Narrator's Toolkit*** and the Narrator's sections of the *Star Trek: TNG* rulebook. Much of the advice presented there is just as applicable to espionage campaigns as it is to regular games.

## ESPIONAGE STORIES

Many plots can be classified into typical genres. Starfleet Intelligence adventures can be inspired by a variety of sources: other espionage films, comic books, novels and television shows. Sometimes the best plots are "borrowed" and reworked into the *Star Trek: TNG* universe. A Narrator might consider revising story lines taken from sources he or his players enjoyed, adding a few twists of his own.

Here are some brief descriptions of classic espionage-oriented plots which may inspire the Narrator:

Mystery Plots: These plots center around some mystery the Mission Team must investigate, solve, and, if necessary, deal with. Mysteries often have spontaneous origins: a contact suddenly disappears, an obscure clue surfaces, or the agents find signs that a traitor is in their midst. Mystery plots force the Narrator to carefully plan out the adventure from the adversary's perspective, allowing the PCs to uncover it through their own approaches. The Narrator must decide how the operatives catch on to the mystery. What clues do they uncover, and at what point in the opponent's plot do the PCs intervene?

One of the keys to running mystery missions is the element of the unknown. The operatives begin with only a fragmentary hint to the real solution. During the scenario, they reveal new clues and perhaps only small parts of the larger picture. How large is the conspiracy? Who do they trust? Is someone close to the team involved as a traitor?

Mysteries often lead to new adventures. Perhaps the agents discover a new opponent in their theater of operations. Maybe they reveal a sinister plot from a Threat race they must handle.

Spy Versus Spy: More accurately known as counterintelligence, this type of story pits the Mission Team against one or more enemy agents. The Federation has many adversaries who want to gain access to its secrets and technology, and it's the Mission Team's job to find and stop those enemy operatives.

Typically a counterintelligence story begins when the Mission Team is called in by its superior officer and informed of a situation which might attract enemy intelligence operatives. Examples include a diplomatic meeting or conference, the test of a new shipboard system, or a gathering of high-ranking Starfleet officials. The Mission Team's assignment is to protect the event from Threat race agents. Alternately, the Mission Team may be informed of a particular spy supposedly targeting a specific Federation asset-giving the Narrator the chance to distribute "enemy agent dossiers" and similar handouts to enhance the game and give players leads. The Mission Team has to find them, stop their plans and capture them.

As an added twist, maybe one of the Mission Team's members is suspected of being a mole! The team's superior officer would secretly inform one or two team members of

Starfleet Intelligence's suspicions and ask them to keep an eye on him. This could create the sort of paranoid atmosphere players often expect from an espionage game.

TEAM 32, WHERE ARE YOU?: The player characters' Mission Team is one of the best, if not the best, in Starfleet Intelligence. In this kind of scenario, they're called in when Starfleet Intelligence has lost contact with the first team sent in to complete a mission. Starfleet assumes something went wrong and the first team was captured. The Mission Team now must go in behind the first team, find out what happened, get the first team out of trouble, and, if possible, complete the first team's original objective.

These sort of "follow-up" missions often rely heavily on Burglars, Face Men, and Computer Experts—the characters most capable of infiltrating places unnoticed and uncovering hidden information. A fast, reliable means of extracting the first team and escaping with them may also be required.

These stories often spin out into further missions. For example, how did the enemy discover the first team? Did the first team fail miserably, or were they betrayed by a double agent in Starfleet Intelligence? Or the first team might overhear something while imprisoned which Starfleet Intelligence needs to check out.

WHAT'S GOING ON?: This classic but simple plot requires the Mission Team to investigate an unusual occurrence in enemy space. Typically Starfleet Intelligence receives information, either through sensors or moles, that a Threat government has been testing (or is about to test) a new weapon, propulsion system, sensor, or other advanced technology. Since this could affect the balance of power between the Federation and this government, Starfleet needs to find out as much as possible about this development. The Mission Team is sent to gather whatever intelligence it can. The PCs must discover exactly what this new object or item is. They must learn as much as possible about the object's capabilities, and obtain the construction plans or a working prototype if possible.

This sort of mission usually requires the talents of all members of the Mission Team-Burglars and Face men to get the team "inside," Computer Experts and Analysts to find out what the object is and figure out how it works, and a Weapons Expert to use the thing when the agents get their hands on it.

SUSPENSE PLOTS: Suspense-oriented scenarios focus on some desperate situation involving the Mission Team. Typically the team is cut off from any sort of help, so the PCs can only rely on themselves and each other to get the job done. Suspense is generated by limited resources in dangerous territory. Time can also help boost excitement. Narrators could present the operatives with a time-sensitive goal—escaping from an enemy installation, rescuing a prisoner, finding an assassin—and give them a limited time in which to accomplish it. To increase the excitement, the Narrator might limit the game to a certain period of real time, forcing the players to work together as efficiently as their agent characters.

OUT IN THE COLD: Nothing makes player characters more paranoid than framing them for some crime-in this case, for being double agents-and then forcing them to figure a way to prove their innocence. In this plot, Starfleet Intelligence receives information (usually from a mole working for an enemy agency) that the Mission Team has betrayed the Federation. When the SI operatives come to arrest the PCs, they manage to escape with limited resources. They must find out what's going on, discover who accused them of being double agents and their motives, and expose the true double agents.

THE FACE JOB: In this scenario, everyone goes undercover. They may do this to extract a Romulan defector or infiltrate a Cardassian military outpost, but it's most often done so that the team can pull off some elaborate plot, such as uncovering a double agent, tricking information out of a wily Ferengi data broker, or obtaining secret enemy technology without the enemy realizing it's been stolen.

Obviously the Face Man and often the Femme Fatale are crucial for this kind of mission. Burglars and Computer Experts are also important. They plant the items and data which lend credence to the Face Man's cover story, who surreptitiously investigate the scam's target to learn his weaknesses and habits. A Communications Expert might also help eavesdrop on the target.

INFILTRATION: Get in, get the goods, and get out; that's what an infiltration mission requires. Of course, getting in uses the talents of the sneakier members of the Mission Team, and finding and obtaining the goods may require a skilled Analyst or Computer Expert. If the team's cover is blown (and it always is, sooner or later), the Weapons Expert steps to the fore to help the team shoot its way to safety. The latter element is much less common in a *Star Trek: TNG RPG* scenario, but a few phaser shots help stir the action and increase the suspense.

There are two mission profiles which are similar to infiltration, but with slightly different goals. The sabotage mission is just like infiltration, but its purpose is to destroy something rather than steal it. The Federation rarely sanctions sabotage missions; only in time of war are they considered acceptable. Extraction missions which put a much higher emphasis on undercover work and "con games" than other infiltration missions, since the team must quietly penetrate an installation and leave with their rescued captive.

TRACKING THE TERRORISTS: Starfleet Intelligence has identified a particular person or group as a threat to the Federation: criminals, enemy agents, terrorists or pirates. The Mission Team is assigned to find that person, stop his plans and capture him. This is the classic cat-and-mouse plot in which the target acts and the Mission Team reacts, all while trying to learn enough to anticipate the target's moves and get one step ahead of him so he can be caught.

SAVE THE GALAXY: There are more than a few deranged madmen in the Star Trek universe. Some think they can conquer or destroy worlds, star systems or even the entire galaxy. Some want to rule (either despotically or "benevolently"); others have more personal goals in mind (such as Dr. Tolian Soran, in "Star Trek: Generations," who was willing to destroy entire stars and planets just so he could get back into the Nexus). Unfortunately for Federation citizens, these fanatics are usually geniuses equipped with more resources and weapons than the average *Galaxy*-class starship. The Mission Team must thwart the madman's plan and capture him.

# 10 Starfleet Intelligence Characters

Characters generated for a standard campaign in the *Star Trek: TNG RPG* are fine for the occasional espionage adventure away from their regular starship duties. Starfleet training covers a broad variety of skills useful in many situations. These characters are quite capable of undertaking an occasional, short-term intelligence assignment.

For those participating in an entire espionage campaign, they should generate new characters who reflect the extensive and specialized Starfleet Intelligence training and the experience from numerous tours on intelligence assignments. Players can create their own Starfleet Intelligence agents using the character creation rules in the *Star Trek: TNG RPG* rulebook and several additional rules and guidelines in this chapter. They should also keep in mind the many traits and attitudes essential for effective intelligence operatives.

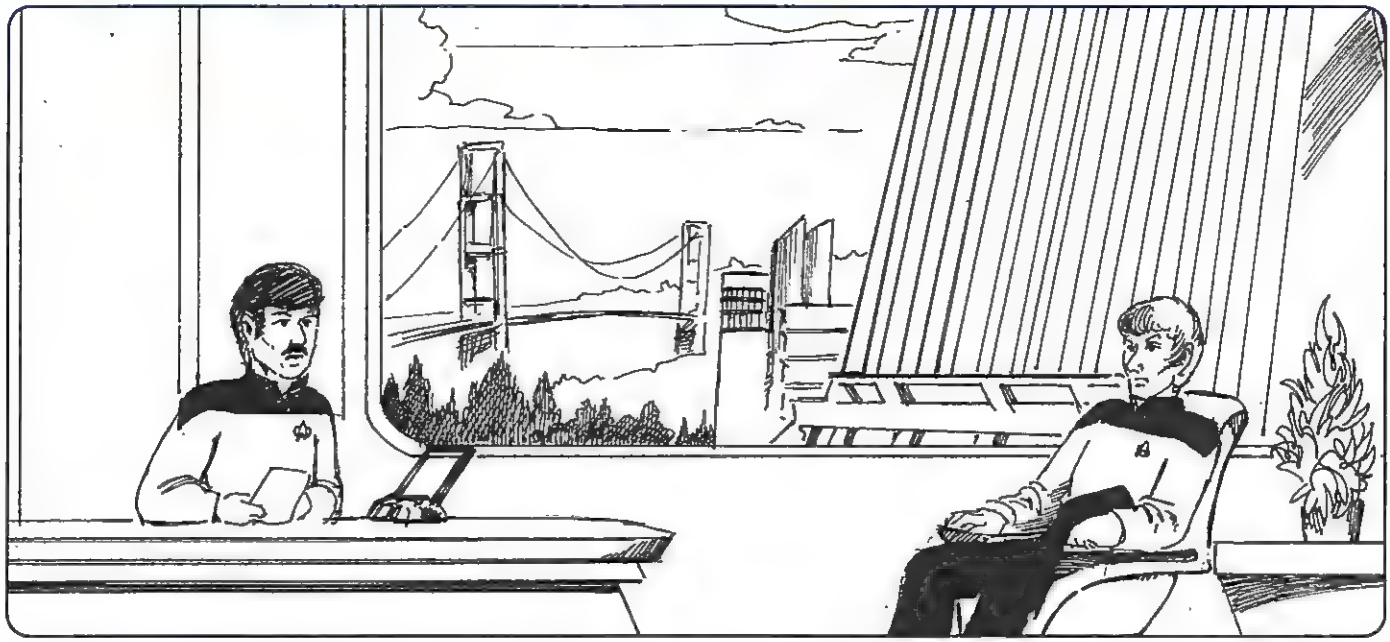
## What Makes A Good Spy?

The action, drama, romance, danger, and chance to fight for good are common appeals for those interested in espionage. But excellent operatives need more than just good intentions and an interest in adventure. Starfleet Intelligence agents must possess a mindset, a certain attitude and way of dealing with others to be a good spy. Before SI accepts a candidate into its Intelligence Schools, he must pass a battery of psychological examinations and other tests to make sure he is fit for Starfleet Intelligence operations. SI also reviews his background and existing record thoroughly. Starfleet Intelligence looks for several exceptional qualities in agent candidates:

ADAPTABILITY: A spy, particularly one slated for field missions, must think fast on his feet. Intelligence agents often react to rapidly changing situations, surprise encounters and the latest data. Someone who needs time to stop and consider all the possible courses of action is less likely to succeed as a Starfleet Intelligence officer than someone who can evaluate a situation quickly and react to it decisively.

INITIATIVE: Starfleet Intelligence seeks agents who know when to seize an opportunity. Espionage is a great game, but one in which luck plays a major part. Even the most prepared agent or organization may not do as well as those who simply get lucky. Sometimes incredibly sensitive information and amazing opportunities drop right into an agent's lap, so Starfleet Intelligence wants operatives who take advantage of such situations without having to contact headquarters for instructions every five minutes.

In game terms, Starfleet Intelligence places a high value on Initiative Renown. Characters known for their Initiative are more likely to be accepted into, or transferred to, Starfleet Intelligence than those with low Initiative.



INTELLIGENCE: Espionage work requires intelligence, sharp wit, and high perception. Stupid spies don't stay in the business very long. Even in the field, espionage is "brain-intensive" work, and intelligence analysts' jobs are almost entirely cerebral. Starfleet Intelligence doesn't just view intelligence as achieving high marks on tests. That's a part of it, but it also includes being able to process information quickly and using that data to easily adapt to new situations.

Game characters with high Intellects or high Intellect Edges (Perception is more valued for field agents, Logic for analysts) are good candidates for Starfleet Intelligence.

SELF-CONFIDENCE: Starfleet Intelligence expects its agents to be calm, cool, and, above all, self-confident. Field operatives often have no one to rely on but themselves, so they must have the confidence and assertiveness to finish the job. Anyone who is indecisive or who is paralyzed by fear of failure is not likely to make a good Starfleet Intelligence agent. This is an especially important attribute for operatives who want to perform undercover work; self-confident characters tend to carry roles and bluff their way through sticky situations better than people who aren't so self-assured.

Self-confidence and reliance can be seen as aspects of Presence in the game. Anyone who has a high Presence (or Willpower) is more likely to be attractive to Starfleet Intelligence.

COMPETENCE: A steady, solid record of accomplishment and achievement, and a demonstrable level of skill in one's chosen field, are important to Starfleet Intelligence. SI considers its agents "the best of the best," and doesn't want recruits who are likely to drop the ball when it's all on the line. Anyone who has a record of failure or low achievement is not likely to be admitted to the Intelligence Schools. While at the Schools, agents-in-training are constantly tested to make sure they meet Starfleet Intelligence's exacting standards. Even experienced agents are expected to continue their intelligence education and perform satisfactorily in periodic drills and tests.

PHYSICAL FITNESS: Field agents must be in excellent physical condition. Missions are often very physically demanding; the weak and slow aren't likely to make it through successfully.

In game terms, Starfleet Intelligence prefers its agents have good Fitness and Coordination scores. However, this is less important for agents going into Administration.

## STANDARD STARFLEET CHARACTERS

Not everyone who becomes a Starfleet Intelligence officer sets out to become a spy from the moment he enters the Academy—indeed, SI prefers agents with a wide variety of backgrounds, experience, and learning. Everything from military data, economics, and biology to warp propulsion and force field physics may be the subject of an espionage mission. Characters with just about any background can become a part of Starfleet Intelligence. Just because you don't have formal training as a spy doesn't mean you can't become a spy. If you've got useful skills, Starfleet Intelligence is glad to teach you whatever else it feels you need to know to be an effective agent.

### COMMAND OFFICERS

Command Officers are among the least likely to become Starfleet Intelligence officers. Having devoted so much attention and effort to rising

through the ranks of Starfleet, Command Officers are usually not inclined to switch careers and become intelligence agents. Starfleet Intelligence takes full advantage of the rare Command Officer who transfers to SI. Command officers possess several useful attributes. They are adaptable, self-confident, and assertive, making them good Mission Team leaders. Their rise up the chain of command gives them excellent experience. A Command Officer is an asset Starfleet Intelligence is always glad to incorporate into its ranks.

### Operations Officers

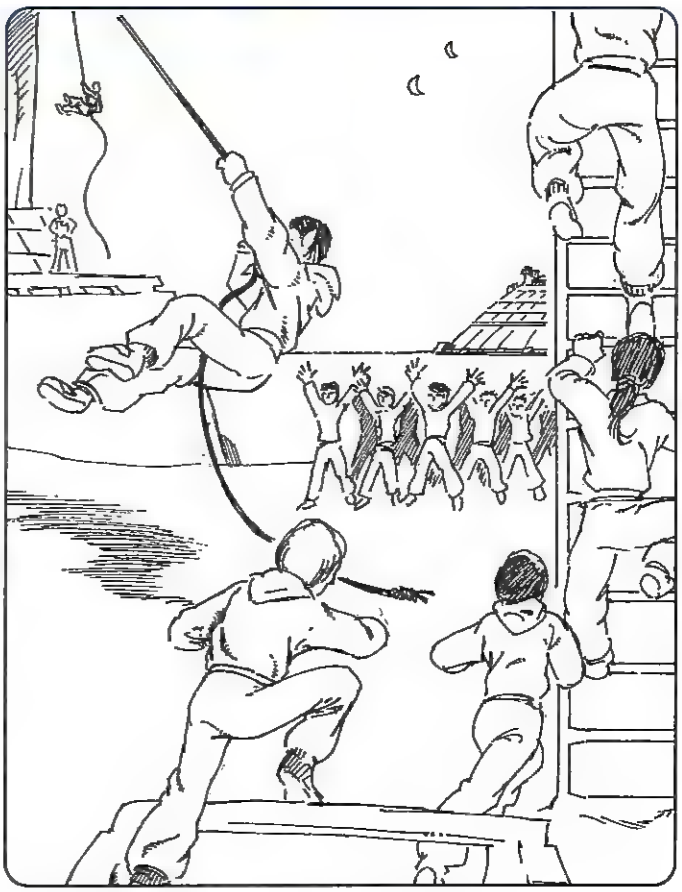
Operations Officers are frequently recruited by Starfleet Intelligence. Tactical and Security Officers are especially desirable recruits, since their training by its very nature prepares them for espionage work and provides them with the necessary skills. Starfleet Intelligence wastes little time teaching them basic skills and moves to more advanced intelligence training. Operations personnel are steered toward work which takes advantage of their knowledge. For example, Tactical Officers are often assigned to military intelligence gathering. They'll learn even more than they already know about Romulan, Cardassian and other Threat race ships and tactics, and are then assigned to the field to collect the latest information.

### Science And Engineering Officers

In the highly technical and science-oriented galaxy of the Federation, operatives sometimes rely on advanced training in scientific subjects. After all, an agent sent into the field to gather intelligence on a new scientific development is much more likely to accomplish the mission if he knows how the object, item or process works. A science or engineering background is even more important if the agent is assigned to obtain the item, since he's got the knowledge and skills to use it if needed. Who better than an engineer, for example, to procure a prototype Romulan scout ship and, with the assistance of a good Flight Officer, fly it out of Romulan space and back into the Federation?

### Medical Officers

Like Command Officers, Medical Officers rarely want to become spies—most prefer to use their knowledge to help and heal, not to gather intelligence. However, some young doctors are drawn to the supposedly exciting espionage life, and Starfleet Intelligence can certainly use them. Not only are there practical benefits to having a doctor on a Mission Team, but no one is better suited to uncovering intelligence about a Threat race's biological developments, up to and including biowarfare agents. Application of drugs or other biological agents to incapacitate the enemy can assist a Mission Team.



## TRANSFERRING INTO STARFLEET INTELLIGENCE

Sometimes a Narrator wants to convert a standard *Star Trek: TNG RPG* series into one with an espionage orientation. This is a good way to revitalize a slow campaign with a few changes. The most important one is to the existing characters—they must obtain espionage training so they can undertake intelligence assignments. While it might be interesting to send a group of skilled Starfleet officers on urgent espionage missions with no training, Starfleet Intelligence isn't likely to do something like that for prolonged operations. It prefers to make sure its agents are trained to perform their missions.

The Narrator must create a way to get the characters that essential training. If the Narrator wants to quickly move on to the series, he can simply say the Crew has been reassigned to Starfleet Intelligence and transferred into one of the Intelligence Schools. Each character can take an Intelligence School package (typically Intelligence Operations) from the Tour of Duty option of the Background History and note the new Skills, Advantages, and Disadvantages he does not already have on his character sheet.

For a more detailed campaign conversion, the Narrator can spend several scenarios running the characters through training at the Intelligence Operations School. They may participate in mock

intelligence missions, uncover a conspiracy or a Romulan spy at the School, or be called on to assist their old crewmates with a secret mission. The Experience Points for these episodes are spent to buy the espionage-related skills required as part of their training.

Starfleet Intelligence is quite amenable to transfers; it likes agents who are experienced in fields other than espionage. SI does its best to minimize any difficulties regarding transfers. Several admirals friendly to Starfleet Intelligence also help expedite transfers if necessary. Characters who really want to get into Starfleet Intelligence, and who are qualified for the work, should have relatively little trouble getting into Intelligence School (provided, of course, the Narrator approves).

## Creating Starfleet Intelligence Characters

There are two ways to create a Starfleet Intelligence agent character. The first is to select the Starfleet Intelligence Agent Overlay (see below). This provides a character with all the Skills he needs as a competent espionage agent. The second is to choose one of the Overlays from the *Star Trek: The Next Generation RPG* and select one of the "Intelligence School" packages detailed nearby, to simulate a doctor or engineer assigned to Starfleet Intelligence. Obviously someone who transfers to Starfleet Intelligence after some other career should only choose an Intelligence School package; he should not take the Overlay.

Players may customize the Overlay for their character not only by choosing Specializations, but by choosing one Skill from the "Areas Of Expertise" lists provided with the Overlay. A character's Area of Expertise represents the subject or skill in which he received special training, from a field agent's in-depth study of demolitions to an analyst's area of knowledge. A player should choose the additional Skill which best describes what his character is best at. For example, if a player wants to have a character who's skilled at undercover operations, he would choose Artistic Expression (Acting) or Disguise.

### STARFLEET INTELLIGENCE AGENT OVERLAY

Administration (Intelligence) 1 (2) (increase to 2 (3) for Administration agents)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Espionage (Choose Specialization) 1 (2) (increase to 2 (3) for Operations agents)
History (Federation) 1 (2)
Language
  Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Search (choose Specialization) 1 (2)
Security (Security Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

#### *Areas Of Expertise*

Starfleet Intelligence agents gain one additional skill based on their specialized training. This skill should reflect the Mission Team role they plan to assume, or their particular field of knowledge used in SI Administration.

*Operations Agents Choose One Of The Following:*
Artistic Expression (Acting) 1 (2)
Bargain (Bribery) 1 (2)
Charm (Seduction) 1 (2)
Demolitions (choose Specialization) 1 (2)
Disguise (choose Specialization) 1 (2)
Fast Talk 1
First Aid (choose Specialization) 1 (2)
Gaming (choose Specialization) 1 (2)
Intimidation (choose Specialization) 1 (2)
Stealth (choose Specialization) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)

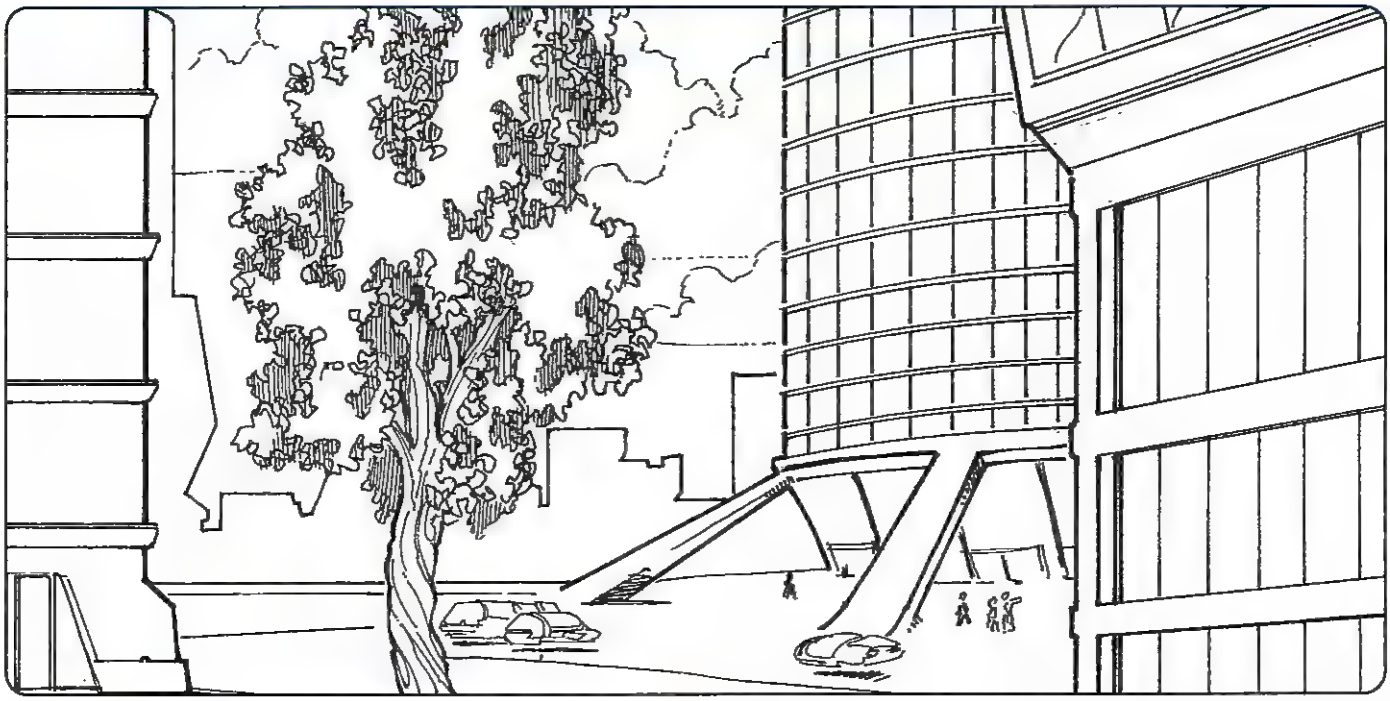
*Administration Agents Choose One Of The Following:*
Any Command Skill 1 (2)
Any Intellect-based Skill or Science Skill 1 (2)

## STARFLEET INTELLIGENCE SCHOOLS

Starfleet Intelligence maintains two schools where it teaches prospective agents. Both schools' training regimens last for approximately one year; agents are also expected to return for further study as their work allows. As described above, potential candidates are rigorously tested and examined before admittance, so the failure rate is extremely low to nonexistent during many periods.

The largest and more popular of the two schools is Intelligence Operations (Intel Ops), located on Tellar. This is where field agents are trained to perform espionage missions. The basic curriculum concentrates on the Espionage skill and its Specializations. Trainees learn how to communicate covertly (and to intercept enemy agents' communications), how to encrypt and decrypt messages, employing counterintelligence techniques, gathering intelligence and recruiting native spies. That occupies the first half of the year. The remainder of a trainees' study focuses on the area in which he wishes to specialize. Those interested in undercover work learn how to disguise themselves and fit into alien societies. Other agents learn how to penetrate Threat race computer systems, in-depth information about Threat race fleets and military tactics (and how to gather more data about them), traffic analysis, or any of dozens of other specialized subjects.

Intelligence Administration School (Intel Admin), located on Mars, is where personnel are trained to run Starfleet Intelligence. Smaller than Intel Ops, its student body also tends to be some-



### Intelligence School Packages

The two packages listed below represent advanced training in intelligence operations, and are chosen during the Tour of Duty stage of background development. Rather than a posting to a starship or starbase, the prospective agent attends a specialized school. This is a one year curriculum. Future Last Unicorn products will provide additional advanced training programs for your characters to attend.

#### *Intelligence Operations School Package*

Any Academic Skill from Early Life History stage (choose Specialization) 1(2), any Command Skill (choose Specialization) 1(2), Espionage (choose Specialization) 1(2), one advantage from the Espionage Advantage Table

#### *Intelligence Administration School Package*

Any Academic Skill from Early Life History stage (choose Specialization) 1(2), Administration (Intelligence) 1(2), Espionage (choose Specialization) 1(2), one advantage from the Espionage Advantage Table

#### *Typical Espionage Advantages*

Bold
Contact
Curious
Favor Owed
Innovative
Shrewd

what older. Almost no one comes here straight out of the Academy; in fact, Starfleet Intelligence discourages that practice. It prefers administrators who have proven themselves in other fields, particularly starship command personnel or former operations agents. The training at Intel Admin concentrates on several areas. After students learn the same basics of espionage as Intel Ops students (after all, they have to know what others in SI are doing), they study either pure administration (how to run the agency, how to keep espionage operations on track) or intelligence analysis (signals intelligence, images intelligence, and the like).

Life at either of the Schools is rigorous. Discipline is stricter even than at Starfleet Academy, and students are rarely allowed off campus to entertain themselves (in fact, the schools are expressly located in areas with few extracurricular attractions). Students are encouraged to study on their own and be self-reliant, though camaraderie is by no means absent. Surprise tests are frequent and demanding.

As another means of testing its students, Starfleet Intelligence frequently runs mock undercover exercises. Experienced espionage agents mingle with the students, occasionally acting suspiciously. Perceptive students follow up on their suspicions and eventually get sucked into an elaborate mock investigation which typically culminates in a party or other celebration when the student captures the "enemy spy."

Fortunately for Starfleet Intelligence, the students seem to thrive in this environment. Most readily accept the discipline and apply themselves to their studies with vigor. The few who find they dislike the lifestyle or are unable to measure up to Starfleet Intelligence's standards transfer back to regular Starfleet duties easily, but must swear never to reveal what they have learned about the school.

## STARFLEET INTELLIGENCE SKILLS

Characters often use specialized skills during intelligence operations not normally employed during a standard *Star Trek: TNG RPG* campaign.

Here are some notes on established and additional Skills Starfleet Intelligence agents learn, plus a few new Advantages.

## Established Skills

### Espionage

This skill is at the heart of all intelligence operations. Every member of Starfleet Intelligence has it, and many have multiple Specializations. Anyone who knows it understands the basics of how to gather, evaluate and use intelligence, and similar skills. Its Specializations provide detailed information and highly technical skills related to intelligence gathering:

• *Counterintelligence*: A character with this Specialization is trained to detect and apprehend enemy agents operating within Federation space. Sometimes snidely called "the Weasel Patrol" by other Starfleet Intelligence officers, these characters are experts on enemy agent techniques. They are constantly on the alert for enemy activity, and often seem at least mildly paranoid.

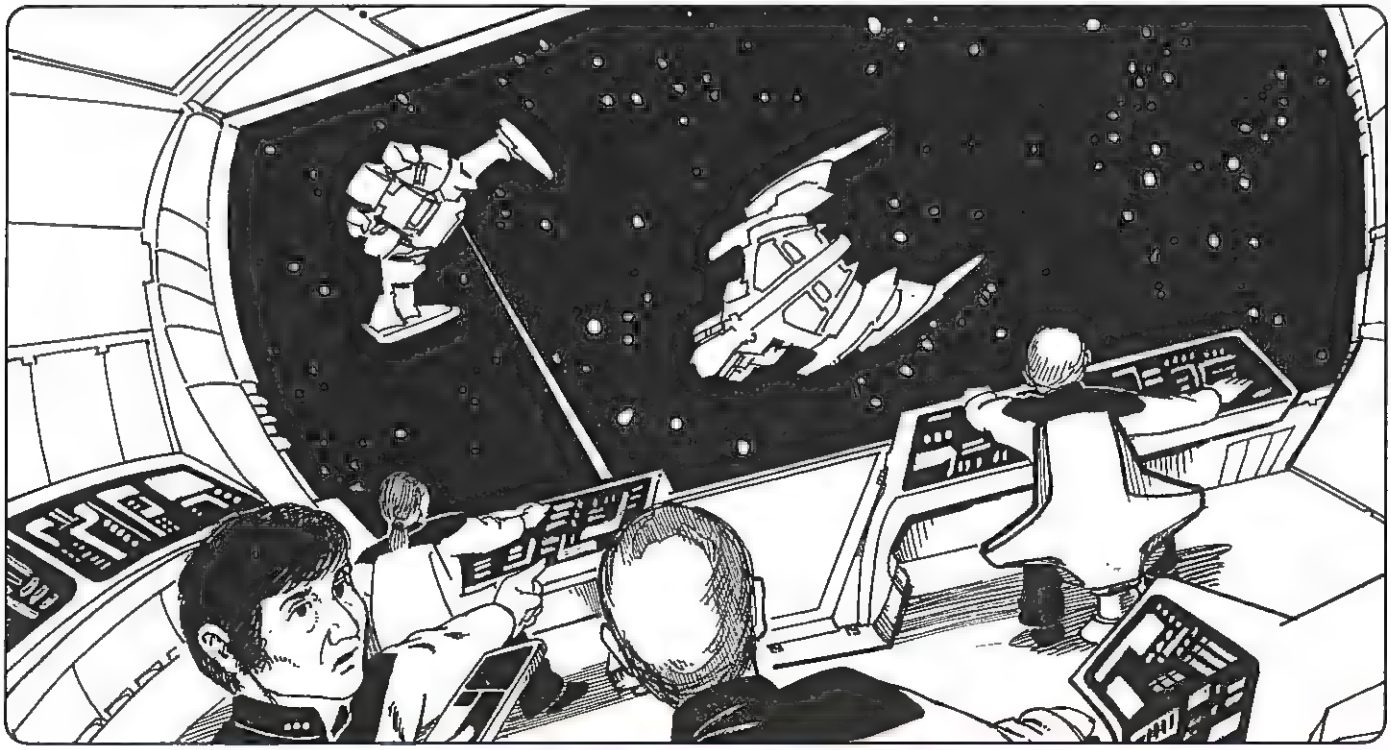
• *Covert Communications*: A character with this Specialization can communicate without being detected. Although he is not as skilled at encoding his transmissions (that's Cryptography), he knows how and when to transmit information so it cannot be detected. He might hide a message in the signals given off by a standard subspace beacon. Someone trained in this Specialization is also adept at detecting transmissions hidden by enemy spies. Communications Experts always have this Specialization.

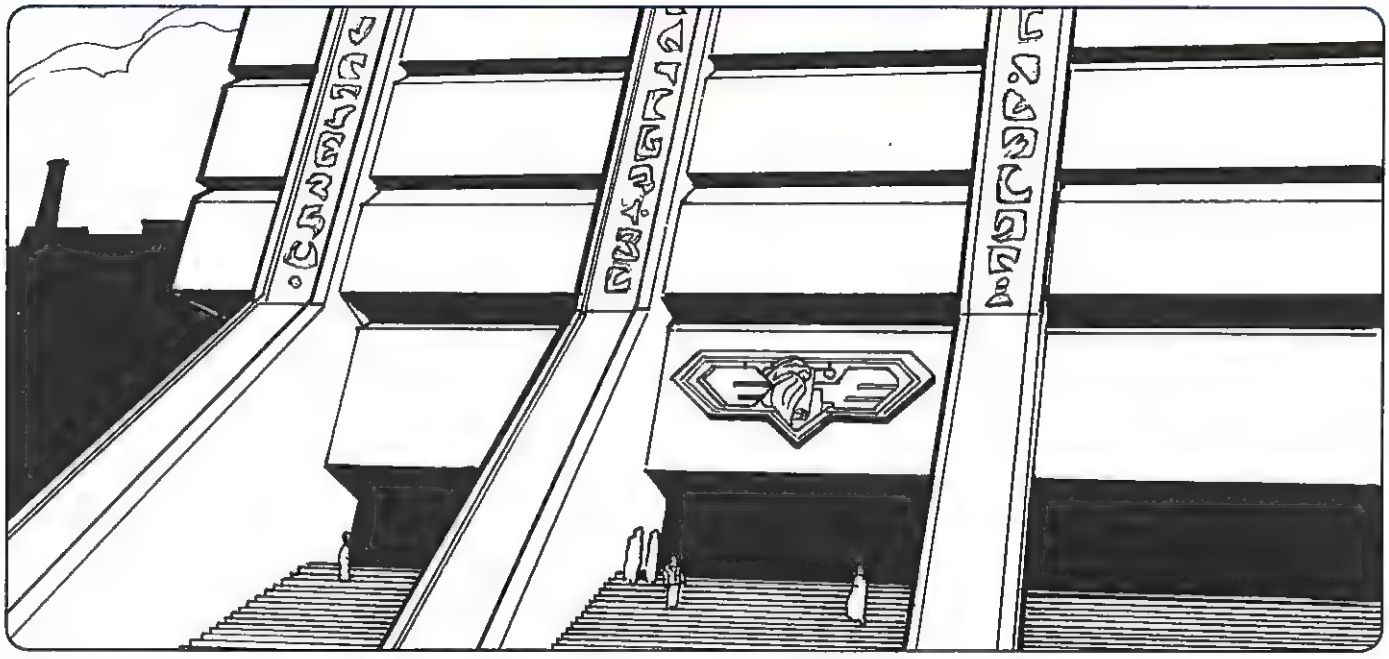
• *Cryptography*: A character who knows this Specialization can encrypt or decrypt messages. The course of study at Intel Ops School begins with primitive written codes and ciphers and progresses all the way to the Federation's most sophisticated computer encryption systems. Using this Specialization often requires a computer and special programs and subroutines which Starfleet Intelligence provides. In a pinch agents might decode more primitive codes and ciphers by hand. Communications experts usually have this Specialization.

• *Forgery*: A character with this Specialization can create forged documents, signatures, artwork, money, and other such items. In an age of replicators, this isn't as valuable a Skill as it used to be, but it still comes in handy from time to time-particularly in cultures where replicated items are uncommon or frowned upon, or it's necessary to forge something which cannot be replicated (like a *Tal Shiar* officer's signature). Face Men often have this Specialization.

• *Intelligence Techniques*: A character with this Specialization has received advanced intelligence gathering training. His tradecraft usually exceed that of other agents. This is the default Specialization for agents who do not want to engage in some other course of study at Intelligence School.

• *Signals Intelligence, Image Intelligence, Electronic Intelligence*: A character with one of these Specializations is skilled at gathering intelligence from a particular source. See the chapter *A Spy's Life* for details on *each*. *Comm*unications experts and analysts often possess these Specializations.





• *Traffic Analysis*: A character with this Specialization can analyze the pattern and sources of transmissions. A character must have the Signals Intelligence Specialization before he can take this Specialization.

### Behavior Modification

Although quite popular among members of the *Tal Shiar* and Obsidian Order, this skill, even the Hypnotism Specialization, is not common among Starfleet Intelligence officers. Starfleet and the Federation value free will and individual rights above all, and most officers would find any attempt to brainwash someone despicable. Starfleet Intelligence officers train in the techniques of behavior modification to understand how they work; to better resist the effects of brainwashing and hypnotism, they learn the Resistance specialization.

Similarly, Starfleet Intelligence is skilled at deprogramming people under the influence of personality-altering manipulation (using the Deprogramming specialization). If the mythical Section 31 actually exists, this skill is probably commonplace among its members. Its use might explain how Section 31's existence has been kept such a tight secret for so many years.

### Planetary Tactics, Starship Tactics, Strategic Operations

These skills are crucial for any intelligence agent gathering military intelligence. If the character has previously served aboard a starship, they represent his combination of hands-on experience with studies at the Academy and Intelligence School. If he has not served aboard a starship, they probably represent sheer academic knowledge of the subject—which can be very impressive and helpful, but may not be quite as useful in a battle.

### Intimidation

Like Behavior Modification, this skill, traditionally used by many other intelligence agencies, is not one Starfleet Intelligence officers are routinely trained in. Some are taught to use the Bluff Specialization (particularly those who are trained for undercover operations) or learn the skill as a means of resisting Intimidation.

## New Skills and Advantages

Starfleet Intelligence agents commonly employ several skills not normally taught at Starfleet Academy. They also acquire advantages which others might not have. Narrators can use these optional skills to help players create effective SI operatives.

### Surveillance

This optional skill allows a character to observe a person, place, or object, either with his own senses or electronically, to gather intelligence about the subject's activities. Depending on the Specialization chosen, the character may be skilled at planting "bugs" or other electronic listening and recording devices (though this practice is generally frowned upon by Starfleet), using special surveillance sensors and related equipment, or following a subject without being detected. Cannot be used untrained.

*Routine*: Planting a bug in a typical room; following someone in a crowd
*Moderate*: Using electronic surveillance equipment through low-level interference
*Challenging*: Planting a bug on a starship; following someone in a lightly occupied area
*Difficult*: Planting a bug in Starfleet Headquarters
*Nearly Impossible*: Following someone in a desert
*Specializations*: Bugging, Electronics Surveillance, Shadowing

### Deep Cover (+2)

A character with this Advantage has established an extremely well-developed alternate identity. The persona's records, permits, and background history are impeccable. The identity often has a good reputation among certain subcultures. For example, a cover identity of a black market trader might be known among pirates or merchants for his clever bargaining skills, fair prices, and ability to sell just about any type of loot. The player must define his character's Deep Cover when purchased.

Unfortunately a Deep Cover identity can be lost during game play. If the character does anything to blow his cover identity, its usefulness is reduced or eliminated. If this happens, the Character Development points spent on this Advantage are lost.

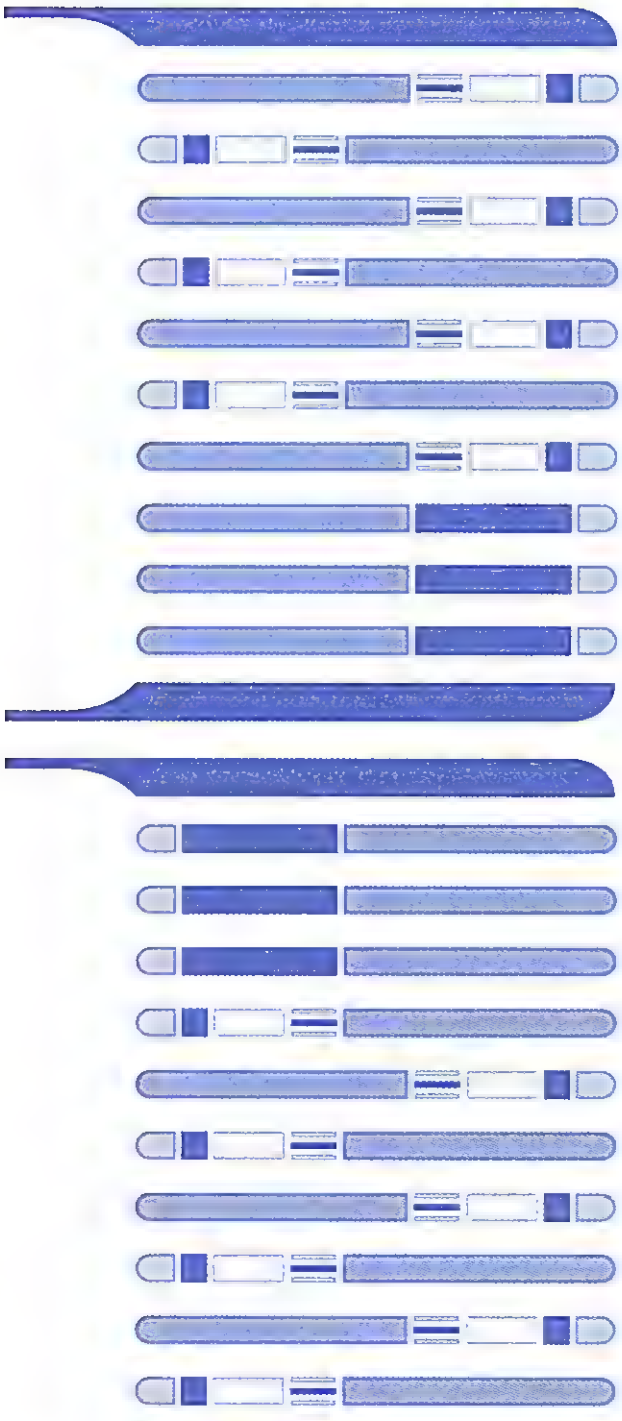
### Security Clearance (+1, +3, +5)

Security Clearance is a new Advantage which is, in part, tied to a character's rank. If a character is a Lieutenant Commander or Commander, he automatically has access to Secret material; if a Captain, to Top Secret material (and some Ultra Secret material on a need-to-know basis); and if an Admiral, to Ultra Secret material. However, a character may take an Advantage to represent the fact that he has a greater security clearance than his rank would warrant. The cost depends on the clearance level desired.

| Cost | Clearance Level |
|---|---|
| 1 | As if +1 rank (minimum of Lieutenant Commander/Secret Material) |
| 3 | As if +2 rank (minimum of Captain/Top Secret material) |
| 5 | As if +3 rank (minimum of Admiral/Ultra Secret material) |

Agents who work (or have worked) in Evaluation or Analysis Coordination often have this Advantage. A player must have the Narrator's permission before buying this Advantage for his character; no Crew member should have it without extremely good justification.

# Mission Briefings



Starfleet Intelligence has provided several classic mission briefings to help Narrators begin their own espionage games as quickly as possible. They provide a simple overview of information agents would know before attempting an operation. Narrators can use them as player hand-outs, giving characters a PADD summary of their upcoming mission. But few operations go quite according to plan. Narrators should embellish these adventure seeds with their own touches: recurring adversaries, locations from their regular games, and unexpected plot twists. Not every mission is as straightforward as its briefing seems.

Narrators can run these missions as one-time intelligence operations for ship-board characters in regular campaigns, or as an entire espionage campaign, customizing the details to suit their existing game background. With a few adjustments, some operations could be suitable for Away Teams with starship support.

All mission briefing information is marked with the Top Secret security classification. Starfleet Intelligence operatives should take every measure to ensure this data does not fall into enemy hands.

## Assassins Among Us

MISSION OBJECTIVE: Prevent a Maquis assassin from murdering Starfleet and Cardassian envoys.

INTELLIGENCE BACKGROUND: An SI informant in the Maquis reports plans for an assassination attempt on Starfleet Captain Taylor Buchmann and Cardassian commander Gul Vokum. The two are meeting at Caladon, a Federation colony within the Demilitarized Zone dangerously close to Cardassian space. They plan to discuss with local authorities the planet's open opposition to the Cardassians, who have a small colony on one of Caladon's smaller island continents. The two envoys hope to reassure the colonists of continued peace between the Federation and Cardassian Union, with a pledge that neither side intends to interfere with colony policies unless they contradict or endanger the peace.

Although most meetings will be hosted in private conference rooms within the Caladon colony's Residence (home to its governor and seat of the local assembly), several public appearances are planned. SI's informant believes several ex-Starfleet personnel within the Maquis are planning to assassinate the envoys, possibly by impersonating Starfleet officers.

Caladon City is the colony's main urban center, although the countryside is riddled with small agricultural settlements and industrial enclaves. The Maquis seem mostly active within the city, maintaining several listening posts and safehouses within its boundaries, and possibly a larger facility on the outskirts, a maze of warehouses and factories. Humans and Cardassians are not welcome in each other's territory, though merchants often brave racial persecution to profit from economic trade.

COVER OPTIONS: Operatives may join Captain Buchmann's staff. Starfleet liaisons can help agents acquire temporary positions close to the Captain, as members of his crew or diplomatic aides. Operatives

could infiltrate Caladon's general populace as visitors from nearby colonies within the Demilitarized Zone concerned about Starfleet's meetings with the Cardassians. This option might provide more freedom of movement, and a more proactive approach to protecting the envoys.

CONTACTS: SI's informant owns a fashionable cafe overlooking the central plaza, one of the locations where a public appearance is planned. The upper floors of his business are sometimes used for low-security Maquis operations. Secret rooms in the basement help shelter Maquis members running from the law, though these are used only in the most dire circumstances. The cafe's position is ideal for monitoring the area, but not very private. SI's informant can arrange a staging area in the colony's industrial district if required.

ANTICIPATED OPPOSITION: No doubt the Obsidian Order has agents in place to prevent an assassination attempt on the Cardassian envoy. They may conflict with the SI operation. Anyone working in conjunction with the Obsidian Order must exercise extreme caution. Caladon is a hotbed of underground Maquis activity, and public opinion favors the Maquis over Starfleet. Agents must take care their plans are not overheard by Maquis terrorists or their informants. Vague rumors from SI operatives in the Cardassian Union indicate an Obsidian Order assassin intends to murder the envoys to precipitate increased Cardassian military activity in the area or a crisis with the Federation. These reports are unconfirmed.

## Under Duress

MISSION OBJECTIVE: Retake a Starfleet listening post currently occupied by Threat forces.

INTELLIGENCE BACKGROUND: Seven hours ago the Starfleet Intelligence analyst stationed at Starbase 173 received the routine monitor report from Nemura Outpost, a Federation listening station along the Romulan Neutral Zone. A Duress Code was hidden within the report's reference data string as a seemingly innocuous piece of information-the crew's means to indicate an emergency and call for assistance without alerting hostile personnel aboard the station. The Duress Code only serves to indicate an emergency exists, but provides no information on its nature or the size and origin of the occupying Threat force.

Nemura Outpost is in a loose orbit around a Type D6 V star of the same name. A computer automatically runs most of the station, but a crew of six oversees operations, maintains systems, analyzes incoming data and sends regular reports to Starfleet 173. Although the station is equipped with a tractor beam and transporter to assist the occasional supply transport and any ships in distress, it has no shuttlecraft or runabouts of its own. Basic shield and phaser banks offer meager protection against well-armed adversaries.

The six crew members include the station's Commanding Officer, Chief Engineer, Operations Manager, Sensor Specialist, Science Officer and Computer Specialist. All are Starfleet personnel, one is an SI analyst (see "Contacts" below). The station is charged with monitoring activity along the Neutral Zone: starship movements, communications, stellar phenomenon, and any other interesting information detected by sensors. The station's mission is unremarkable, and is identical to the duties performed by several other listening posts along the Neutral Zone. Personnel records indicate both the Science Officer and Computer Specialist have casual interests in cloaking technology and believe they have a means to detect it. This might be the only reason a Threat race might infiltrate and take command of Nemura Outpost.

COVER OPTIONS: Starfleet can ferry your SI Mission Team to the station on one of Starbase 173's runabouts, though this isn't much of a cover. You might consider commandeering a Bolian freighter docked at Starbase 173 to approach Nemura Outpost as a supply ship on a routine visit. Starfleet will reimburse the Bolian freighter's crew for its time and risk, of course. This is a more subtle way of boarding the station without arousing suspicion of any Threat forces aboard.

CONTACTS: Lieutenant Devronna Nerr is Starfleet Intelligence's analyst on Nemura Outpost, though she is also serving as the listening station's Sensor Specialist. At this time SI does not know her status aboard the station. She may be held hostage by Threat forces, or might have been coerced or duped into assisting them.

ANTICIPATED OPPOSITION: SI strongly suspects the Romulans are somehow responsible for the situation aboard Nemura Outpost requiring a Duress Code. They might try tapping into the Federation sensor network along the Neutral Zone, or could try stealing or altering the listening post's equipment for their own purposes. If the Science Officer and Computer Specialist have made any breakthroughs in their casual cloaking device detection research, it would be sure to arouse Romulan attention. Starfleet Intelligence has no reason to believe any of Namura Outpost's personnel are Tal Shiar double agents or otherwise in collusion with Romulan forces.

Other Threats might be responsible for the station's Duress Code, though SI is unaware of any in the vicinity. The Cardassians are not known to have any interest in Romulan Neutral Zone surveillance. The Orion Syndicate might wish to acquire Federation monitoring equipment, though there are far easier and more covert ways they could obtain it from other sources. The station might have experienced some operational difficulties with its equipment or encountered some wandering spaceborne hazard, but this shouldn't warrant use of the Duress Code in a routine report; regular communications transmissions would suffice.

The Mission Team should proceed with caution and be prepared for any opposition.

## Spacejacking Prefix

MISSION OBJECTIVE: Discover who stole prefix codes to several Starfleet vessels and the activities for which they intended to use them.

Intelligence Background: Starship prefix codes are intended to prevent unauthorized personnel from controlling key systems. In the past, they have been used to assume command of renegade Federation ships by Starfleet vessels. Individual prefix codes are among Starfleet's most closely guarded secrets. They are changed irregularly to ensure security. A master list of such codes is kept at Starfleet Command on Earth, with a copy in Starfleet Intelligence's vaults.

During a recent security protocol operation, SI counterintelligence personnel discovered a carefully hidden unauthorized access to several prefix codes. The codes all corresponded to several starships currently stationed near the border with the Klingon Empire. Starfleet would have redeployed these vessels if SI hadn't stepped in asking to delay those orders. SI agrees the ships should be reassigned, but not until an investigation can reveal who accessed the codes and what they intended to do with them. All the prefix codes were immediately changed except one governing the command access to the U.S.S. Livingston, an Excelsior-class vessel handling diplomatic duties near the Klingon border. The Livingston's command personnel have already been alerted to the situation and are on guard against any unauthorized attempt to control the ship.

Your Mission Team has two paths to pursue: Investigation at Starfleet Command regarding the unauthorized access to prefix codes, and surveillance aboard the Livingston for possible misuses of the code by Threat personnel.

Cover Options: Starfleet can easily draft personnel transfers to Starfleet Command or the Livingston for you to assume roles as administrators or crew members. SI also maintains contacts in systems along the Klingon border who can help you create and maintain viable cover identities should you decide to investigate civilian groups.

Contacts: Commander Joorz of SI counterintelligence can brief you further on his security team's findings and can orient you to personnel and facilities at Starfleet Command. Captain Cavanaugh is fully aware of the situation aboard the Livingston and has agreed to cooperate with SI operatives. He is also a good resource on political situations along the Klingon border, and has diplomatic ties to many leaders in the region. Lieutenant Commander Garrison is in charge of starship security system design and installation at the Utopia Planitia Fleet Yards, and might provide some insight on prefix codes and other access precautions.

Besides these conventional contacts, SI wants to provide you with someone on the inside. Lieutenant T'Naal is a Vulcan Flight Control Officer aboard Livingston and an SI field operative. She, too, is knowledgeable about affairs along the Klingon border, but from an intelligence perspective.

Anticipated Opposition: SI has no suspects on who might have illegally accessed the prefix codes. Several high-ranking Starfleet officials and security administrators have authorization, but anyone who could break the Starfleet Command security ciphers could access the computer files. Discovering the link between the codes and their intended purpose might reveal clues to uncover a double agent within Starfleet Command.

Commandeering a Federation starship might provide any of several Threat organizations a means to kindle tensions with the Klingon Empire. The Cardassians, Romulans and Breen could all benefit from such a conflict, even in the short term. SI does not suspect double agents or deep cover operatives from any of these Threats have infiltrated the Livingston or other starships in the region. Six months ago Lieutenant T'Naal reported anti-Klingon movements in systems along the border, but these are small and considered unambitious and mostly harmless. SI suspects Threat organizations might be funding, arming and inspiring these groups to further their own purposes. T'Naal has not yet determined if they have grown in strength and determination since her last report.

## Codeword SALKAR

Mission Objective: Discover the meaning of an intercepted Romulan codeword, SALKAR, and any operations attached to it.

Intelligence Background: Listening post personnel along the Neutral Zone recently intercepted an encrypted message from Romulus to a D'deridex-class warbird. The ship is known to have conducted experiments in conjunction with a science station on Voilina IV, a planet within Romulan space. The nature of this research is unknown, but according to the intercepted transmission, centers on something referred to prominently as SALKAR.

V'Shar liaison officers report that the word has no significance in either the Vulcan or Romulan language, although it is phonetically close to the name of a Ferengi delicacy. SI analysts are running anagram protocols on the word in several languages, with no conclusive results. Agents and contacts within the Romulan Star Empire have heard nothing of SALKAR in their various intelligence-gathering endeavors. Several operatives believe the research station on Voilina IV is conducting experiments on delayed-effect biochemical agents: virulent bio-toxin components which must be mixed or otherwise stimulated to become active. The planet is barren of life, and the lab facility is fully enclosed and pressurized, although the atmosphere is perfectly suitable to humanoid life-forms. SI does not know why a warbird would be involved in such planet-bound experiments.

Your mission team must uncover SALKAR's meaning and the extent of any Romulan military or scientific effort behind it. Sensor posts along the Neutral Zone might provide some information, but the most direct course is for your team to infiltrate Romulan territory and monitor the Voilina research station yourselves. Be advised, if the Romulans capture you, your actions would be considered an act of war.

Cover Options: Posing as Romulan science technicians can help you access and search data records on Romulus for references to SALKAR. This cover might

also afford an opportunity to penetrate Romulan science institutions, or possibly gain access to the Voilina facility or researchers who've worked there.

CONTACTS: SI maintains a double agent within the Romulus Institute for Biological Studies, Doctor Su'Bor. He isn't a prominent researcher, nor is the institute the most favored scientific organization within the Romulan Empire, but Doctor Su'Bor can provide your team access to necessary computers and resources. Exercise caution. SI has fragmentary evidence Su'Bor has either changed allegiances or been blackmailed to cooperate with the *Tal Shiar*. Unfortunately he is Starfleet Intelligence's only scientific contact on Romulus at this time.

ANTICIPATED OPPOSITION: If SALKAR has any military or intelligence implications, expect the Romulan military and *Tal Shiar* to do their best to stop any operation from discovering SALKAR's true nature. The research facility on Voilina IV has minimum security, although it is frequently visited by the D'deridex-class warbird.

## Risan Overload

MISSION OBJECTIVE: Recover stolen plans and prototype to a potential new deflector shield array.

INTELLIGENCE BACKGROUND: Federation engineer George Vannevar has been working on a new and more powerful deflector shield array to protect Starfleet vessels. He developed a complex random factor generator to vary the shield harmonics. Combined with a field overlay generator, this system could significantly strengthen Federation deflector arrays. Vannevar was just beginning prototype trials.

Vannevar's research was halted recently when a small band of technology thieves penetrated his laboratory, stole the plans and experiment notes, and hijacked a Type 7 personnel shuttle on which the prototype shield system was installed. The shuttle and thieves promptly disappeared, despite a comprehensive search by Starfleet investigators. Two weeks ago Starfleet Intelligence informants reported the thieves had resurfaced. They were inviting representatives from several organizations to a meeting at the Kovat Valley resort on Risa. Starfleet Intelligence suspects they intend to show off the plans and the prototype deflector array, now reinstalled on a small civilian shuttle, and auction them to the highest bidder.

Vannevar claims this presents a problem. During his few experimental trials with the prototype, the new deflector system generated an enormous amount of residual power bleed, and overheated after prolonged use (more than half an hour). Random variations in the shield harmonics created unusually high spikes in frequencies, which interfered with the amplified field from the overlay generator. This caused power to feed back into the generator, overheating the system, and initiating an unstable energy reaction after approximately thirty minutes. Vannevar warns that the shuttle could cause a catastrophic explosion if operated even half that long.

Your Mission Team must travel to Risa and disable or destroy the prototype shield array. If you decide to do this by posing as a party bidding on the deflector system, you should also gather intelligence on others interested in this technology and their intentions for it. Capturing the thieves would also help prevent future theft of cutting-edge technology.

COVER OPTIONS: SI suggests you pose as tourists on Risa, covert representatives of the Pakleds and interested bidders who heard of the auction third-hand. Sources do not anticipate genuine Pakled representatives would travel so far to Risa for such an unusual piece of equipment. This would afford you a good way to gain the thieves' confidence and gather inside information about the other bidders.

CONTACTS: SI operative Golan Drete has inveigled himself into the Kovat Valley resort staff as a room service attendant who also reports to the resort's security chief as an informant. He can provide access to most areas within the resort, and is already obtaining information on the whereabouts of the shuttle and meeting areas used for the auction.

ANTICIPATED OPPOSITION: The suspected technology thieves are led by an outgoing Bolian named Pol, who fancies himself a criminal mastermind, but his genius isn't very extraordinary. He relies on his three subordinates, experts in various scientific and criminal fields, to do the real work. Pol excels at identifying target technology and selling it to interested clients. He isn't considered dangerous, but he and his collaborators are fiercely protective of their profit. They'll do anything to make sure their efforts pay off. Pol's group is also suspected of stealing files from the Daystrom Institute's Cybernetics Institute and selling them to agents of an undetermined Threat organization.

You might also encounter resistance from other bidders. SI has learned at least three other delegations are heading for the auction. A trio of Ferengi probably represent the Ferengi Alliance, but might be acting as middlemen for an organization wishing to retain its anonymity. A pair of humans operating as representatives of the Daystrom Institute are suspected to have ties to the Orion Syndicate. A group of Andorians already awaits the auction on Risa. SI suspects them to be members of the so-called Am Tal or perhaps representatives of an unknown third party (notably the Romulans). Other factions are expected to send representatives, all of whom would be violently displeased if the Federation prevented their acquisition of the experimental shield array.

SOURCEBOOK

# A Sacred Trust, A Never-ending Vigil
# A Line in the Stars

Not all threats to Federation security hail from strange new worlds. Starships and their crews cannot always safeguard the peace. From the Cardassian Obsidian Order to the Romulan *Tal Shiar*, the Federation is under hidden siege by the espionage agencies of its enemies. In a universe where information can be the greatest prize, it is often more effective to remain in the shadows. The Obsidian Order plots the disgrace of a Starfleet Admiral. The *Tal Shiar* infiltrate the Daystrom Institute. One organization is uniquely qualified to counter these efforts—Starfleet Intelligence. Although its actions are rarely seen, Starfleet Intelligence maintains an unending vigil over threats to Federation peace. Its agents are the first line of defense.

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